

GEN

Get ready for one serious

See-Food Cocktail.

It's GEX, your bug-munching,

tongue-lashing alter-ego. Oh yeah, we got

Hungry-Man portions of pop-culture

cheese all right. With late night TV freaks

like Gamera and Flatulence Man. But

it's our special sauce-over 300 hilarious

one-liners and sound effects from HBO®

comedian Dana Gould—that give

GEX major attitude.

So forget about

good taste. And go

with the skanky

bug du jour

instead.



On not adjust your horizontal hold, 450 frames of GEX primation, CD-quality sound and hand-rendered backgrounds.



Advance thru different worlds like Indiana Jonesville and Frank N. Steintown. (Legal weasels require we be vague.)



Try jumping, tail-whipping & face-sticking to discover secret levels/bonus stages that only lrv in Engineering knows about.



Electronic Gaming Monthly "Editors' Choice Gold Award Diehard Gamefan "Character of the Year"

NEW for Sega Saturn™ and the PlayStation™

game console.









EDITORIAL ZONE



ABC AUDIT & MEMBERSHIP APPLIED FOR: NOVEMBER, 1994 ISSN# 1070-3020

STMASTER: Send

We now return you to our regularly scheduled Ed Zone. Welcome, to the November issue of GameFan... proofread about a thousand times.

Gamefan has always been a publication with a rather large focus on the Japanese gaming scene. A glance into one of the chat groups on the net might lead you to believe this is due to the fact that we somehow have an interest in boosting the sales of import games. On the contrary, we're hoping (and are helping to facilitate) the American game scene catches up (and on), so you don't have to track down the imports. It's our job to keep you up to date on a worldwide scale.

The reason we are so adamant about the Japanese scene is because the industry there is not only more diversified, but adheres to a higher standard. Japanese games are packaged like someone cares about the people buying them. Amazing color art can be found throughout, along with either stickers, a special sleeve, a tiny music CD, or even the occasional collector pin

Additionally, within weeks of a game's release, if it's worthy, an arranged music CD follows, featuring both arranged and original tracks from the game. Take Panzer Dragoon, for instance. The music CD is incredible, easily eclipsing most of the ca-ca on your local FM dial. Andromeda hired the London Philharmonic to perform the title track. Game music is an industry unto itself in Japan. Fighting games especially get major retail exposure. Darkstalkers, SF2, Virtua Fighter, and Samurai Shodown characters are available in detailed garage kits, action figures, plush toys, key chains, etc. in many shops throughout Tokyo. Imagine walking into a novelty store and picking up a perfect hand painted Killer Instinct, DKC, MK, or Street Fighter character.

The industry in Japan is broader in every sense of the word. I have a hard time believing that a similar market would not thrive in the US. To make matters worse, much of the time, by the time a Japanese game reaches you, it's been edited for American consumption. This can severely damage a game's motif. The most well-publicized example of this was '93's Sonic CD. The masterful techno soundtrack was replaced with elevator music resulting in an unbalanced blend of action and audio. In Japan, no particular category is overlooked based on projected sales figures, as is the case currently in the US. Take RPG's for instance. Unless prospective buyers can project earth-shatter-

ing numbers they will continue to avoid them and opt for the cheaper, more mainstream titles. I realize that lengthy translations are quite an endeavor, and it's a lot easier to buy a releasable product you can get into the marketplace quickly. But someone has got to be willing to invest the time and money to bring us the games we deserve. I believe that responsibility lies greatly with the manufacturer. SOA has not a single RPG on the market for the Saturn, after stating that now, with the advent of 32-bit hardware, the market would open up allowing them to re-affirm what helped bring them to fame in the first place: RPG's, namely Phantasy Star. There are already three great RPG's out in Japan that currently aren't even being worked on here... Why? Arc the Lad for the PlayStation's another example. Where is it? In order for gaming to become a truly universal pastime things are going to have to change. Are we to live and die by the flight sim, 3-D shooter, and racing game forever? I sure hope not

If and when things do change, I think it's time that, in the instance a game's soundtrack or general theme is changed, both versions should be offered on one disc. Many of the games you own, and will buy in the future, are mere shells of what they once were. Most recently, Gran Chaser, now titled Cyber Speedway, a sci-firacing game designed by Syd Mead, and programmed by the masters at SOJ's Nextech, was stripped of its very fitting futuristic soundtrack. It was replaced with a mixture of grunge and pseudo-country complete with... singing? Ouch. It's like painting a mustache on the Mona Lisa. Buyers of that game will never know what a cool game that once was, and that's just not right. This, and this alone, is why we cover the import game scene so vigorously. So the next time you're on the net and some bonehead chimes in with NASTY LIT-TLE RUMORS, tell them to get a life and start worryin about stuff that matters. Now, enough of my chatter, on with the magazine, there's important stuff in here that demands your immediate attention... Games!

PS. I've been receiving a bit of mail regarding the rating system in Viewpoint. Here's how it breaks down... 95-100%-A, 90-94%-A-, 85-89%-B+, 80-84%-B, 75-79%-C+, 70-74%-C, 65-69%-D+, 60-64%-D, 55-59%-F. Anything lower is too hurtin' to mention. A middle number is the degree, an 80% is barely a B title while an 83% is closer to a B+.



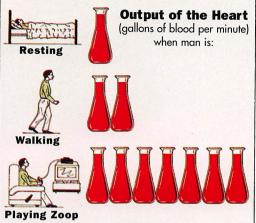


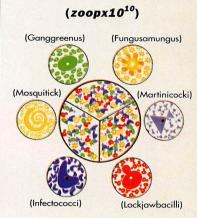
AMERICA'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED











A healthy Iris



The same Iris after Zoop

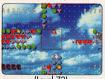
The stages of Zoop (what to look for)



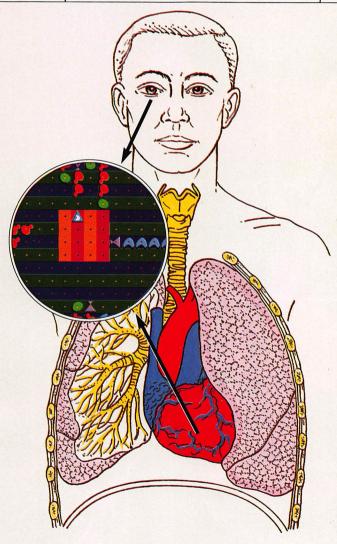


(Level 6)





(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop









Game Boy®







Macintosh[®]





PlayStation**

How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination,

balance

the frontal lobes of the Cerebrum impairing: judgement, higher learning,

It mutates the Medulla causing irregular: digestion, respiration, heartbeat













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The flying is so realistic, it'll actually create

a sonica

boom.
(In your shorts.)



To find out more about PlayStation, check out our WebSite address at http://www.sony.com, For game hints call 1-900-933-SONY(7669). The charge is 50.95 per minute, Callers under the age and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. WARHAWK and URNOTE are trademarks of Sony Interactive Entertainment Inc.





PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK," the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it,



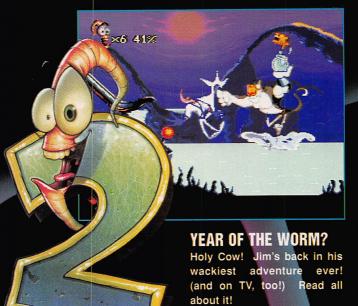
is to battle the madman Kreel

enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish

through six different 3-D worlds before he grabs

you'd brought along an extra pair of boxers.





PAGE 87, 92, 98





OFF WORLD INTERCEPTOR PAGE 34

WWF PAGE 40





VIRTUA COP PAGE 54

THUNDERSTRIKE 2 PAGE 59





PRIMAL RAGE PAGE 76

SPAWN PAGE 82



GAMEFAN Original Art

By: Terry Wolfinger

Skeleton Warriors and Earthworm Jim 2

pair up for one spectacular cover!

(with a little help

cherished artist

Terry W.) Both

games are so cool

we had to tear the

from our



SPECIAL FEATURE





MARVEL SUPERHEROES PAGE 116





In The Darkest Hour, Hope Springs Eternal.

Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Original Game © 1994 Game Arts/Studio Alex. "LUNAR" is a registered trademark of Game Arts/Working Designs. English Translation © 1995 Working Designs. Another production in glorious 3B!

READERS' TOP TEN

- **Killer Instinct SNES**
- **DKC SNES**
- 3. Chrono Trigger SNES
- Final Fantasy 3 SNES
- Daytona USA Saturn 5.
- 6. Virtua Fighter Saturn
- 7. MK3 - Arcade
- 8. Panzer Dragoon Saturn
- Street Fighter Alpha Arcade
- 10. NBA JAM T.E. SNES



READERS' MOST WANTED

- Killer Instinct 2 Ultra 64
- 2. MK3 SNES
- 3. DKC2 SNES
- 4. Tekken PlayStation
- 5. MK3 PlayStation
- 6. Virtua Fighter 2 Saturn
- 7. Yoshi's Island SNES
- 8. StarFox 2 SNES
- 9. EWJ2 SNES
- 10. Final Fantasy 7 Ultra 64



DEVELOPERS'

THIS MONTH'S GUEST DEVELOPER: Robb Alvey,

senior producer, Virgin Interactive Entertainment (Robb produced Aladdin, Jungle Book, Lion King, 7th Guest, and Spot Goes To Hollywood.)

- 1. Robotron classic arcade
- 2. Street Fighter Alpha arcade
- 3. Virtua Fighter Remix Saturn
- 4. Viewpoint Neo•Geo
- 5. Super Smash TV SNES



- 6. Thunder Force III Genesis
- 7. Mappy classic arcade
- 8. Rayman PlayStation
- 9. Virtua Cop Saturn
- 10. Mr. Do Neo•Geo

1. Ray Earth - Saturn

- 2. Steamgear Mash Saturn
- 3. Golden Axe The Duel Saturn
- 4. Clockwork Knight 2 Saturn
- 5. EWJ 2 Genesis

- Resident Evil PlayStation
- 2. Overkill PlayStation
- 3. Tekken 2 Arcade
- 4. Yoshi's Island- SNES
- 5. Street Fighter Alpha Arcade
- Killer Instinct SNES
- 2. Yoshi's Island SNES
- Street Fighter Alpha Arcade
- KOF '95 Neo Geo
- Jumping Flash PlayStation



Darkstalkers - PlayStation

9.WWF Wrestlemania - PlayStation

10. Off World Int. Extreme - Saturn

- Mario Clash Virtual Boy
- 8. Chrono Trigger SNES
- 9. EWJ 2 SNES
- 10. Sega Rally Saturn

6. Wing Arms - Saturn

7. Toy Story - Genesis

8. Spawn - SNES

- Tekken 2 Arcade
- WWF Wrestlemania PlayStation
- Rayman PlayStation 8.
- D's Diner Saturn
- 10. Super Street Fighter 2 / SNES

- 1. Yoshi's Island SNES
- 2. Street Fighter Alpha Arcade
- 3. Resident Evil PlayStation
- 4. KOF '95- Neo Geo
- 5. Loaded PlayStation
 - Street Fighter Alpha Arcade
- Yoshi's Island SNES 2
- Tekken 2 Arcade
- Wipeout PlayStation
- 5. Chrono Trigger SNES
- Street Fighter Alpha Arcade
- Tekken 2 Arcade
- Layer Section Saturn 3.
- Philosoma PlayStation
- Resident Evil PlayStation



- 6. Slam n Jam 95 3DO
- 7. Marvel Superheros Arcade
- 9. Dracula X SNES
- 8. Tekken 2 Arcade
- 10. Clockwork Knight 2 Saturn
- 6. WWF Wrestlemania PlayStation
- 7. EWJ2 SNES
- 8. Rayman PlayStation
- DKC 2 SNES
- 10. Sega Rally Saturn



- Yoshi's Island SNES
- KOF '95 Neo Geo
- FirePro: Gai Den Saturn
- 10. Twinbee Yaho Saturn/PlayStation

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Your choice of a core SNES, **GENESIS, or GAME GEAR.**

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

A FREE year of Diehard Game Fan! The best magazine in the Universe!

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

tongratulati(

to last month's winners: First Prize: Michele Piper Brooklyn, NY Second Prize: Michael Duong Garden Grove, CA

Third Prize: Roberto Martinez Cabazon, CA





EXCLUSIVE INTERVIEW: M2's HARDWARE ENGINEERS

3DO's much-anticipated, 64-bit hardware upgrade is on the brink of exploding onto the game scene. Code-named M2, the unit is rumored to be scheduled for an April '96 launch



"Our firehose is twice as big as theirs." --R.J. Mical on as theirs." -M2 vs. NU64

as both an all-new stand-alone system and an upgrade to the current 3DO machine current 3DO machine (which was originally code-named Opera and is still referred to as Opera by the majority of the development community).

3DO won't comment yet on price release

yet on price, release date, or software due to ongoing negotia-tions with its hardware and software partners, but 3DO invited GameFan to a

highly-secured conference room in its ultra top-secret M2 building for an exclusive interview with the company's lead hardware engineers: senior VP of hardware engineering and opera-tions Toby Farrand, VP and fellow John Sell, VP

and fellow David Needle and VP and fellow RJ and fellow RJ Mical.

Toby and John have extensive engineering backgrounds were responsible for the PowerPC/Power Mac line at Apple

before coming to 3DO;

before coming to 3DO; they have led the entire M2 hardware engineering effort. RJ and Dave are two of the most famous hardware engineers in the world, having the Opera, the Lynx, and the Amiga to their credit. They are currently working on a top-secret hardware project related to M2. Tuesday Uhland, associate corporate communications (i.e. publications). associate corporate communications (i.e. publicist extraordinaire), was kind enough to set up this interview and answer "no comment" or yell out "patent alert!" when necessary.

Origins of Opera

GF: How did Opera originally come about?

RJ: Well, when Epyx announced they were going to sell the handheld system we had created (code-named the "Handy") to Atari, we fought that move with all the might that the two of use the description of the second open were unsuccessful in discontinuous and were unsucces had combined, and were unsuccessful in dissuading them from that course of action. We threatened that if they did it, we'd leave, and they did it, and we left. The day after we left, the very next day, we got together with our boss of many years standing. Days Marss. The three of many years standing. Dave Morse. The three of us sat down in a restaurant and said, "Well what are we going to do now?" And, in classic Silicon Valley style, we sketched out on napkins what would turn out to be the 3DO system. That was probably around mid-September of '89.

DN: The first video prototype was made in my living room, with him sitting on the floor with a PC, writing the first assembler for the arm code,

rochaphy about 7 or 8 strong

probably about 7 or 8 strong.

GF: You were already going down the path of creating Opera before you had even spoken to Trip once?

DN: Not the same path that 3DO was on. We

were on the path for the software and hardware architecture, and the machine that Opera would be, with some modifications, as installed by the people who came after us.

M2's Development Team

GF: What were some things that differed about M2's development from Opera's development? TF: When NTG started, they had to make a different set of trade-offs, in terms of technology choices; they weren't as tightly targeted as we were able to be with M2. With M2, we had the benefit of already seeing what we did right, and what could have been better about the first generation of hardware. With M2, we've picked the eration of hardware. With M2, we've picked the world's best process technology. NTG couldn't take advantage of something like that because they didn't have a partnership. With M2 we could go to IBM and say "We're in partnership with Matsushita, we already have a presence in the marketplace, in some communities we're a household name, and we want to use your technology with something really spectacular: the

place, and you really have to be willing to pus the technology envelope. So, as a consequence, we've got a much larger team of people working on the hardware. The scale of eng neering is, well.... The core chip of the Opera which used to be several chips, after four ger erations of optimization is now one chip an about 600,000 transistors, and the core of a M2 chip has 2.8 million transistors. This is th world's best process technology.

GF: How many engineers worked on Opera and how many developed M2?

TF: Well, if you're in my group, and you're no working on M2, then you're not in my group. M group is around 75 people, whereas Opera wa about 25 at its peak. That doesn't include tool

people, software people, etc.

RJ: Studio 3DO is very important to the releas of M2 because they're developing ten M2 title right now, some of which will be launched with the control of the system. They are sort of our "test beds right in-house for what we have to do with the development environment and the tools. W

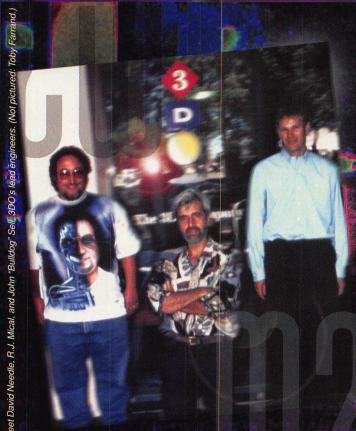
didn't have that in-hous software time whe Opera was first deve

Lessons Learned GF: What did you lear from developing Oper that has helped you i developing M2?

It's eye-opening t me the ways you ca achieve low cost tha companies such a Apple aren't doing Continuously throughou the Opera experience we found certain thing we'll do again, and cei tain things we won't.

RJ: We were less cos

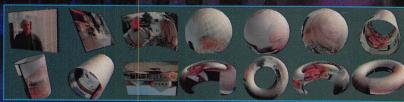
conscious with the orig nal system than we ar now with M2. M2 i designed not only to be powerful, but to be a inexpensive as possible so it can be within the reach of most con Another bi sumers. shortcoming with Oper was there wasn't a hug body of software available for it at launch. This time, we know for sure we'll have a lot of title because we're doing them, plus we have a these other partners who



Photos by: Matt Taylor

PowerPC. This will put you on the the map in consumer electronics

craze, and gee, if you'll only let us use your world-class manufacturing technology and allow us to shape a PowerPC device to our specific requirements, then we can have a deal here." See, you can't do that when you're a consulting company that doesn't have a partnership all worked out. What NTG did, that nobody else did, was recognize that the 8-bit Nintendos of the day and 16-bit Segas just coming out can only take you so far, but man technology can take you a lot farther than that...it was a quantum leap beyond 6502's land 68.000's lust the idea of doing competing like 68,000's. Just the idea of doing something like that was the origin of NTG. Now, everybody and their mother's trying to get into this market-



M2 can map 640x480 FMV onto objects, then twist, distort, and morph them in real time!

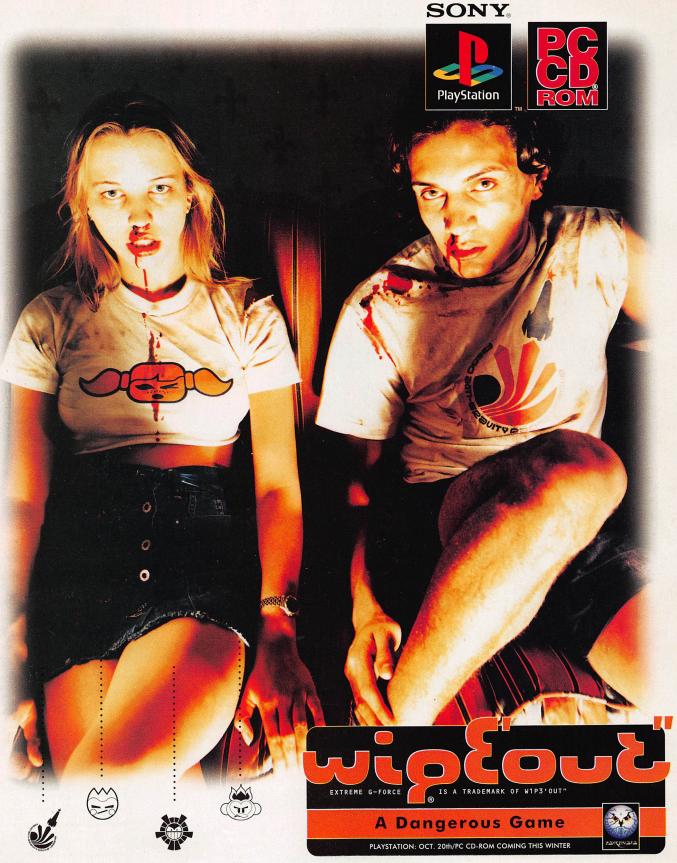
FMV graphics by: 3DO "Hardware Guys"

are working on software.

TF: You may not remember this [of course we do! -Ed.] but Opera came out at \$699. This won't happen with M2. Cost is a really fanatical

won't happen with M2. Cost is a really fanatical thing with M2, and if you look at the logic board of M2 it's actually simpler than Opera.

JS: It took us and our partners a long time to learn how to develop for Opera, but now we have all that knowledge, so we're able to go into the second generation much faster and create software which really takes advantage of the system that much earlier in the product's life.



"The best reason to own a PlayStation" - Ultimate Gamer "Wild, stomach-twisting driving"

"With WipeOut, the future really is now"

- Die Hard Game Fan

- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Multiple strategic weapons
- Link-up cable option
- Cool sounds & FX
- Totally killer graphics



IONE Skye ON SATURN:

"LABELS ARE TIRED.

Bits. Polygons. MIPS. Labels. Sega Saturn

THEY'RE AN EASY WAY isn't about labels. We could

spend all day talking about how it shares the

same architecture as \$20,000 FOR LAZY PEOPLE TO

arcade systems, and how Sega Saturn pumps the

DEFINE YOU WITHOUT hottest arcade titles straight to

your reflexes for a fraction of the cost. We could

go on and on about EVER REALLY KNOWING YOU.

how its gameplay experience grabs you and

pulls you in, but all those words still don't tell you what the



Sega Saturn experience is really like.

ACTRESS.

To understand that, you have to find out for yourself.

SOMEBODY'S DAUGHTER Don't be lazy.

Don't accept somebody else's definitions.

Even ours. While we use SOMEBODY'S WIFE.

phrases like "the best games are only on Saturn," and

THAT DOESN'T EVEN "this Christmas, Sega

will have the most electrifying library of exclusive

games on the planet," BEGIN TO TELL YOU

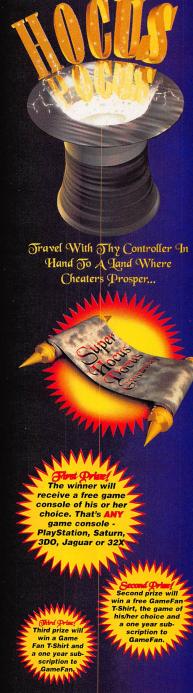
you should form your own opinions from first-hand experience.

WHAT I'M ALL ABOUT "

Then you'll truly know what it's like on Saturn.

SEGA SATURN"

GO THERE.



Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

To this month's winners: First Prize:

Howard Seo La Crescenta, CA. **Second Prize:**

Mark Buchs Akron, OH.

Third Prize:

Christopher Friedberg Bensalem, PA.

Hocus Pocus 5137 Clareton Dr. Suite 210 Agoura Hills Ca. 91301

Kirby's Avalanche / SNES: Extra options, menus.

To acquire some more options, press and hold B, A X, and Y on controller 2 at the title screen. Then, reset the game holding the first four and the other two buttons. When the game resets, release the buttons and go t the options screen. Check under "Special Custom" and there will be more options available.

-Peter Gibson, Edmundston, N.B., Çanada. Mario Tennis / VBoy: Play a super hard singles game.

At the title screen, push L, L R, L, R and select. You shou hear a noise if the code worked. Now you can play special singles game -Peter Petrone, Hazler,

.NBA Jam: TE / PSX: Hidden Features.



Enter all of these codes on t "Tonight's Matchup" screen. **BIG HEAD MODE: Triangle,** Square, X. Circle and keep o repeating. • **HUGE HEAD MODE: Triangle,**

Circle, X, Square and keep on

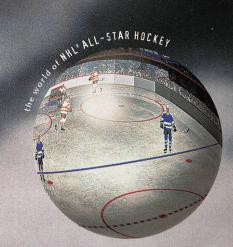
repeating.

POWERUP DEFENSE: Right, U Down, Right, Down, Up. MAX POWER: Right, Right. Left, Right, X, X, Right. QUICK HANDS: Left, Left, Left Left, Circle, Right. POWERUP 3-POINT: Up, Down Left, Right, Left, Down, Up.

RAINBOW SHOTS: Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Circle, Down.



HEAD FOR SATURN











Register your Sega Saturn and get a free SubPop Musi Sampter white supplies last You can reach SubPop at http://www.subpop.com for game play help, call 1-900-200-segs in the USA (5.8f /min. or \$1.05 /min (live) Call 1-900-451-525 in Canada (\$1.37 /min (live) recorded). You must 6e 36 or lode, or make you parent's permission. Forch-lone phone required. Segal is a projected statemant of \$166.A Segal sealment, and all pane filtes are indiamated \$1.65 ESA unless otherwise index below. Pikil 2 and the Stanley by one reregistered tratemants of the litational Hockey League. Team names and logos depicted are officially Licensed Tratemants of the National Hockey League (\$1.81 L. 1995. National Hockey League) (\$1.81 L. 1995. National Hockey) (\$1.81 L. 1995. National Hock

Info: 1-800-see-satur

email: segasaturn@segaoa.com

http://www.segaoa.com

CompuServe: GO SEGA.





BABY MODE: Square, Circle... keep repeating until the game starts.

-Mark Buchs, Akron, OH.

Megaman 7 / SNES: Ghouls N' Ghosts music while playing.

On the boss select screen, if Shade Man has not been defeated yet, place the cursor on him. While holding B, press Y and START simultaneously. Now Shade Man's stage will feature the background music from Stage 1 of Dai Makaimura [Super Ghouls N' Ghosts].

-Davin A. Erickson, Huntington Beach, CA.



King Of Fighters '95 / Neo: Play as the bosses.

When asked if you want to edit teams, enter YES. After you enter yes, when choosing characters, hold the start button and push Up+B, Right+C, Left+A and Down+D. If you have done the code correctly, the bosses will appear at the middle of the screen and you can now choose them as playable characters!

-Howard Seo, La Crescenta, CA.

BUG! / Saturn: Level skipping codes.

At the start/options screen, enter B, A, B, Y, Down, Right, A, L, Down. You should now hear a "YIP!" sound if you did the code correctly. Now, when you've started a game, hold the L button and press UP on the pad to

Killer Instinct / SNES

EYEDOL CODE. (All codes must be inputted at the VS. screen)







At the character select screen pick Cinder. Then on the VS. screen hold right, then push quick punch, quick kick, fierce punch, medium kick, medium punch, fierce kick.

SPEED CODE

(All codes must be inputted at the VS. screen)
There are 4 speed codes:

- 1. Hold right and all 3 punch buttons for hyper speed.
 2. Hold right and all 3 kick buttons
- for hyper slow mode.
- Hold left and all 3 punch buttons for medium speed.
- Hold left and all 3 kick buttons for medium slow mode.

COMBO BREAKER ANY BUTTON. At the VS. screen hold down and start.

RANDOM SELECT

Hold up and start at the character select screen.

Note: The Speed code will work in a 1 player game. But, in order for the codes to work in a 2 player game, both players must do the same codes at the same time. The

only exception to that rule is combo for breakers.

PRO ACTION REPLAY

For Invincibility, enter this code on your SNES PAR: 7E0D2478

-Michael D. Thomas, Houston, TX.





BONUS GAME

Zero Divide / PSX: Play a hidden game of Phalanx.
To play an entire game of Phalanx (Yes... the old SNES game!), simply hold down START and SELECT on the second controller while the game initially loads. Try and get a HIGH SCORE for something cool... possibly a new character (hint, hint).

skip forward one level, or DOWN to skip backwards.

-Christopher Friedburg, Bensalem, PA.



X-Men Codes

X-MEN 2 / Genesis 99 men at start. To give yourself 99 lives, pause the game anywhere and then press down and C at the same time. Then press Up, Left, Up, Right, Right and C.

-Buddy Ibarra, Newbury Park, CA.

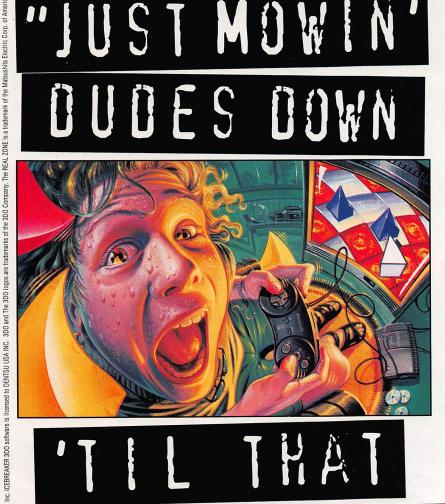
WOLVERINE / Genesis Use these codes to begin at any stage in Wolverine:

Adamantium Rage: Level 2 - MARIKO

Level 3 - SILVER FOX Level 4 - DEPARTMENT H Level 5 - MADRIPOOR Level 6 - ASANO Level 7 - THE HUDSONS

-Bryan Lee, Tappan, NY.

"JUST MOWIN" OUDES DOWN



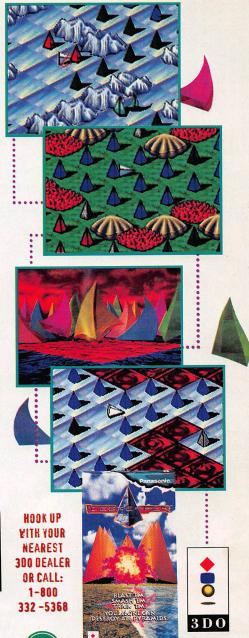
THAT ORANGE MEANY

WAXED ME"

An Experience from the REAL 3DO Zonet, Lovie "The Worm", Ott

"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."







Software Company

MINITES INC.

HEY, HEY, KIDDIES! WELCOME TO "THE WALL"! YOUR WALL! WHERE ALL YOU ASPIRING ARTISTS GET TO HAVE YOUR WORK PLASTERED FOR ALL TO SEE. THIS MONTH I RECEIVED 50 MUCH POWERFUL ART! IT'S JUST AMAZING! SO MUCH SO THAT WE HAVE THE FIRST 6-WAY TIE IN G.F. HISTO RY! THE WINNERS WILL RECEIVE A ONE-YEAR SUBSCRIPTION TO GAMEFAN AND A G.F. T-SHIRT. KEEP THAT ART COMING, 'CAUSE WE'RE HERE TO STAY!



a cool concept. Not only can
Jason Kearns of Hanson, KY
draw, but he's also psychic!

Athony Ewing of
Brooklyn, NY. A very justifiable win for you and
Chun Lil



WOW! Feel the power! This great art comes from



Bakersfield, CA VOUR AMAZING render has also



Alberta,

Canada.

drawing.

Jen Seng of

Westborough

, MA does it

again with

this artful

scene of

Guile Love.

Boy, you've

really got

these char-

acters down.

Nice shadin'

too.

Congrats go to Joe Dickerson (AKA "The Anime Bandit") of Morreno Valley, CA, for his awesome comic-like pages in the ever popular anime style.

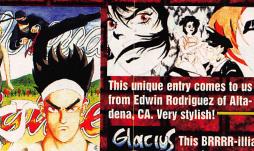
The envelope, and the art within! Both are incredible, and both come to us



stylish!

Kudos as well to the prolific Joel "Lefty"

Ruidera, the young aspiring airbush artist
from Glendale, CA. Your shading is nicely
done and ya gotta love the subject matter.



Okarsak(?) of unknown origins has painted this aggressive bit of Virtua Fighter lifestyle.Thanx.



GOCINE This BRRRR-illiant the cool Killer Instinct characters was drawn by lan Clyde of Manchester, MA The warm against cool color scheme works quite well.



Dude!'

'HEY...now that's a combo!"or "Cammy reveals her secret weapon(s)!" Well I'm sure Matt Burns of Stevens,PA can







"Night Warriors" fan from Alpharetta, GA draws his fave, Jon Talbain. Oh yeah!



Nathan Green of Altamonte Springs, FL shows us that it is not wise to spill beer on a hedgehog. Get 'im. Guile!



Koiwu Beyan of LA, CA sends us this larvelous drawing of those mighty Xmen! Coooool.



Ontario, Canada

tion.

wants a job. He's

"I knew it! It was a toupee!" Thanks goes to Ivan Stamatov of Ontario, Canada. "Bloody Good!"

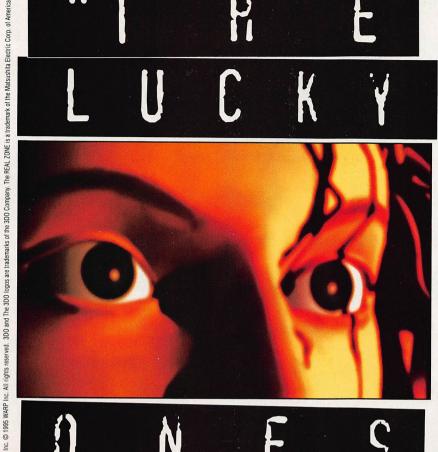




ing was brought to you

by Steven Dabbraccio of

Maspeth, NY. "Good job,





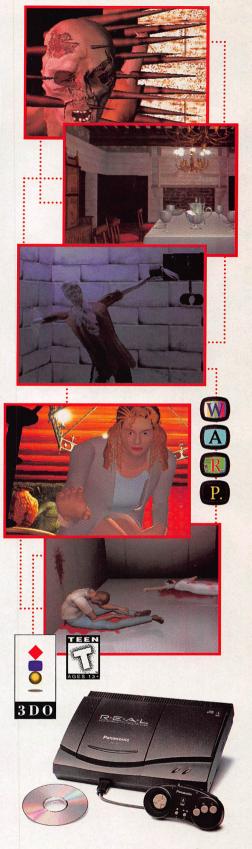
An Experience from the REAL 3DO Zone", Dave "Bungee Boy", PA



"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless

bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

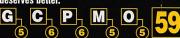
HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368



Software Company







I have never seen a post-1985 video game this framey in my LIFE. Dark Legends must literally run at 10 fps. It's odd, because

run at 10 fps. It's odd, because the arcade game was extremely smooth and playable while the Saturn version lacks sound effects and is virtually unplayable due to the frame rate. There are some cool concepts and characters here and the music is somewhat cool, but I strongly recommend you stay away from this one and get Golden Axe: The Duel instead!



(8)

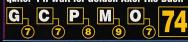
DL is a decent arcade fighting game that is unfortunately spoiled by choppy animation and control. This game has a lot of good points in its favor (nice graphics, cool moves, awesome voice, great characters, etc.) but as a whole, it doesn't gel properly. Its really too bad, because if this game didn't have such awkward gamenlay and frame ridden such awkward gameplay and frame ridden graphics, it would've been one of the better fighters out there.





The problem with fighting games is that you have to get nearly everything perfect to make a game worth playing. Dark Legend has good graph-ics, awesome music, and cool character

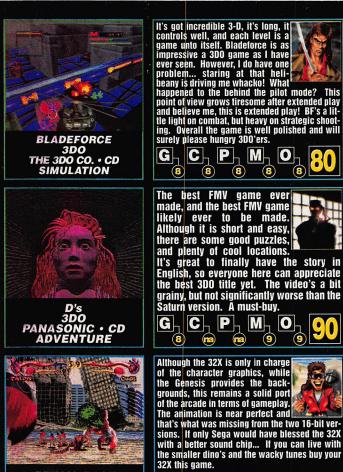
design, but its hard to appreciate any of that with the slow, framey movement and a few hard-to-do moves. Close, but not quite. I'll wait for Golden Axe: The Duel.



BLACKFIRE SATURN SEGA • CD FLIGHT SIM



DARK LEGENDS SATURN DATA EAST • FIGHTING · CD











ACTION



track is good, and the game itself surpasses Ecco by lending

more action to the adventure.
What Kolibri lacks are big effects, and diversity. This aside, it is still one of the top four 32X games out there, taking its place beside Virtua, WWF, and Chaotix. If you own a 32X and liked Ecco or Bio-hazard Battle, Kolibri should be at the top of your list.

C P M O 8 8

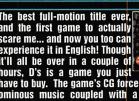
G

(8)

(8)

(8)





ominous music coupled with a climactic storyline are so thoroughly refreshing and original I'd actually buy a 3DO simply to play this game. Try not to play D's alone...



Okay, this version is significantly better than the Genesis... if it hadn't been I'd have ripped it to chunks. TWI didn't spend quite the time on some of the backgrounds it

ger, crisper, and more colorful, and certain backgrounds are an amazing 85+% of the arcade quality. However, why is there still bits of gore missing? Rage arcade fans will think this is the best version until 300, but I for one will stick with other, better-playing fighters.



Good 32X games are rare, so starved 32X owners will want to snap this one up. It has stunning visuals and pretty good sound, and lots of good shooting action. On the

downside, it's quite short, and bosses are totally absent. But it's ty far the best shooter on the 32X, and one of its 3 best games. Give it an extra 5 points if you were a big Ecco fan.



I'm a big fan of Japanese RPG's, so
I was a bit skeptical when I first
heard that SquareSoft of America
was going to develop an action
RPG. Now that Secret of Evermore
has finally arrived, I'm pleased to
say that this game lives up
to Square's legendary name. With an engaging
storyline, good sound, huge SGI bosses, plenty of
challenge, an excellent menu system and a long
quest, SOE is one of the best software first
attempts I've seen in quite a while. It's my pick
for SNES Action/RPG of the year.

G C P M O 866

Alas, Capcom has once again disappointed me with a thoroughly mediocre Final Fight sequel. Technically, FF3 seems worse than its predecessors - extensive flickering and slowdown prevail. The art is totally average, the animation is Final Fight framey, and the tunes are standard Capcom SNES stuff. The addition of SFII-ish moves, supers and the return of Guy is keen, but the endless repetition becomes almost unbearable. It ink this genre can still work if handled correct, in the content of the correct of the corr



I generally love shooters of any kind, provided that they play well. In Bladeforce, the gameplay is there but the difficulty is way off. You're given a scant 4 lives for 8 massive stages - each taking at

massive stages - each taking at least half an hour to complete (assuming you're trying to avoid damage). The concept is defi-nitely there and the 3D effects are very impres-sive. Bladeforce is a shining example of the 3DO's graphic power, unfortunately few people will ever see much of it.

(8)

 $\mathsf{G}_1 \; \mathsf{C}_1 \; \mathsf{P}_1 \; \mathsf{M}_1 \; \mathsf{O}_1$ (8) (7) (7)

Lola... LO-LA! D's Diner is, without a doubt, the most spooky game ever made. I normally detest FMV games with all the passion in my

D's Diner was! There are plenty of areas to explore and tons of riddles to figure out. Thankfully Acclaim saw fit to leave all of the plot twists and super demented sequences unchanged. It's a short trek through the dark side, but a journey you'll never forget... Try to figure out what the 'D' stands for!

(8)



What a difference 32-bit makes. What a unified to 32X is not what I'd call "arcade perfect" this is still a cut above the Genesis game. The characters

are larger and move smoother, the graphics are much more colorful and better shaded and the backgrounds are much more detailed than its 16-bit cousin. If you're a fan of the coin-op and you own a 32X your game has arrived.



Kolibri is one of the best games out this year, and is by far my favorite 32X game to date. Who would have thought we'd see a shooter/adventure starring a hum-

snooter/adventure starring a num-mingbird? The graphics in Kolibri have to be seen in motion to be fully appreciat-ed. It's a color & parallax fiesta! Equally impressive was the audio buffet of excellent sound FX and BGM. What a cool idea it was to take a shooter and make a completely alterna-tive screlling adventure out of it! Well dema-

tive scrolling adventure out of it! Well done. **C P M O O S 8 8**

honestly didn't expect Evermore to be this good. While I could never love an American spawned RPG the way I do Final Fantasy I can

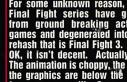
like it alot, and indeed, I do. Besides the rather odd storyline SOE is a well designed and executed RPG. The team at Square U.S. is to be commended. Now



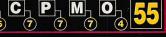
Well, I can name about 10 other Capcom titles I would like to see on the SNES before this game. For some unknown reason, the Final Fight series have gone from ground breaking action games and degenerated into the lackluster, rehash that is Final Fight 3. This game isn't OK, it isn't decent. Actually, its kinda bad. The animation is choppy, the music hurts and the graphics are below the quality I expect from a company like Capcom. Boring.





















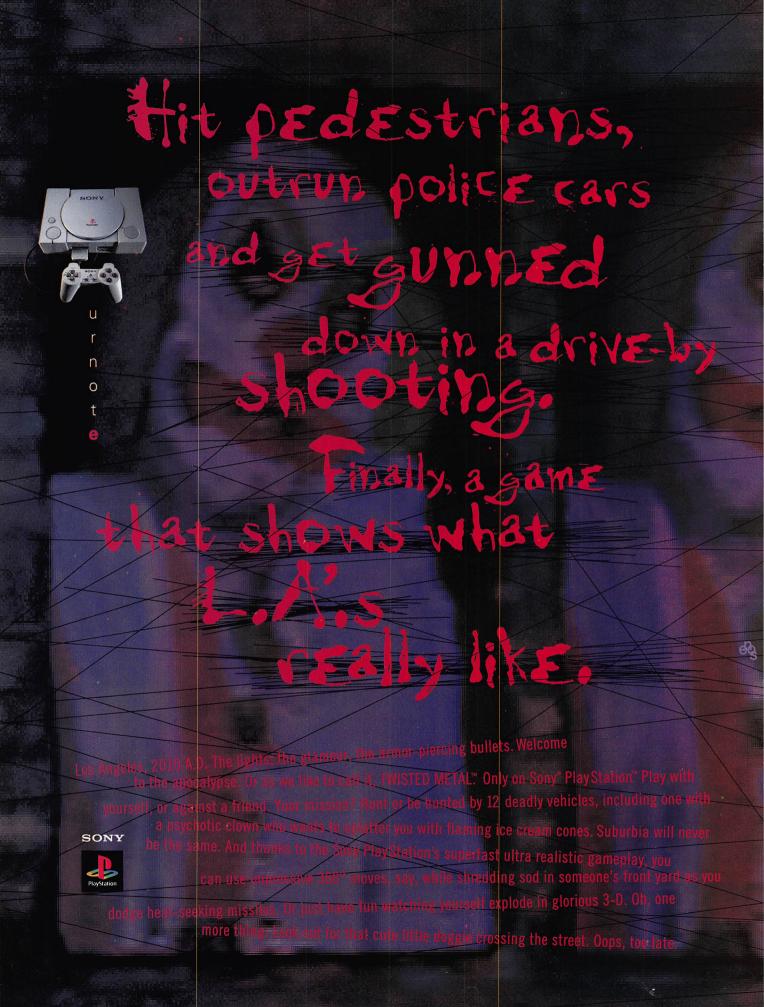




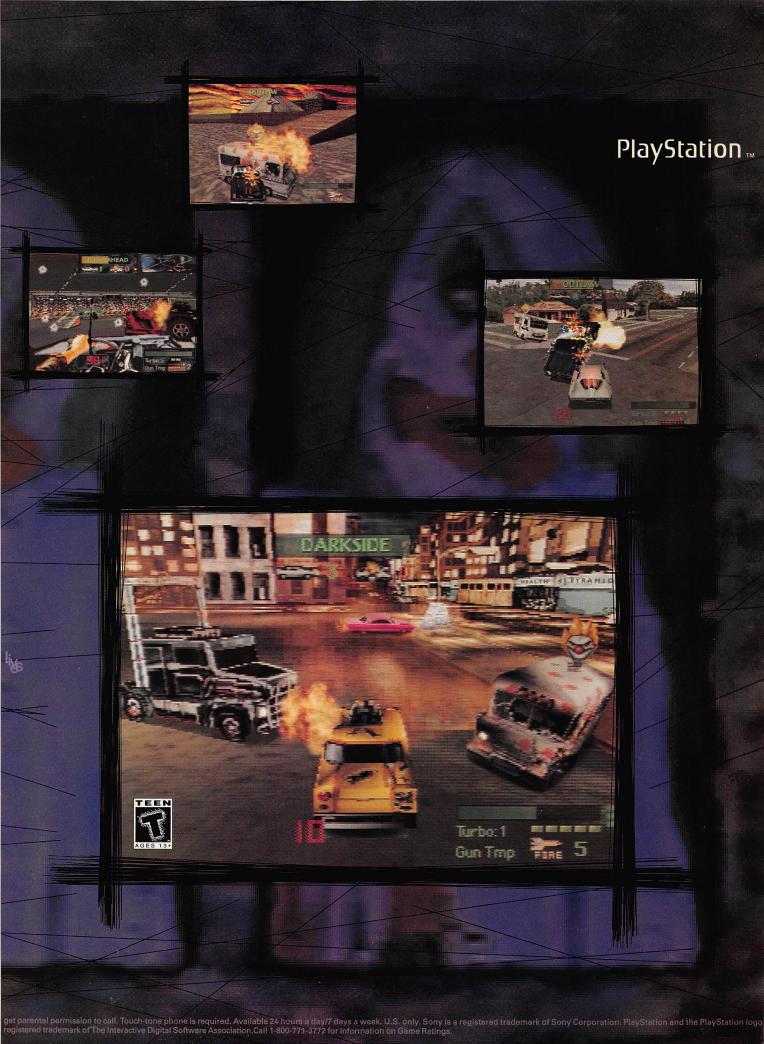








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mated films touching on themes of love, friendship, triumph, courage, and the basic qualities of the human spirit. They have also been a leading influence in pioneering the techniques of animation; bringing to life characters and settings that will forever

hold value in all our hearts.

Disney animators are constantly challenging themselves to bring animation to the next level. And now, with the combined efforts of Disney innovators and the wizardry of Pixar, the Northern California-based production company, the two have created a film unlike anything ever seen before. Welcome now the magic of Toy Story.

The film, created entirely on high-end computers, revolves around a child's toys who have lives of their own when no one's around. The stars of the show are, of course, toys. Woody (voiced by Tom Hanks), a talking pull-string cowboy, and Buzz Lightyear (voiced by Tim Allen), a futuristic space action hero, lead an all-star cast of toys. The ensemble includes our old friend (you know we all had one) Mr. Potato-Head, and, you guessed it, Slinky Dog.

The story goes something like this: Woody feels threatened by Buzz's recent arrival, as the newest and coolest toy. As the former top toy, Woody conspires to get rid of Buzz. But Woody's plans backfire and the two toys wind up lost in the outside world: the human world. Relying solely on each other, the unlikely duo must put

aside their differences in order to survive. Together, Buzz and Woody take off on an adventure that will bring them to such wacky places as Pizza Planet, a fast food arcade; then into the grasp of Sid. Sid is a twisted neighborhood kid, known for dismembering toys and reassembling them into grotesque combinations.

Animators were chosen for this project based on their unique touch for characterbased animation and originality. Director John Lasseter explains:

SHOTS FROM TOY STORY THE GAME, TO A SEGA GENESIS AND SUPER

"We're storytellers who happen to use computers. Story and characters come first and that is what drives everything we do."

Throughout the production, the Pixar Team created an unmatched "digital backlot" an incredible database of thousands of proprietary digital models, textures and images which were used to create characters and scenes.

The film opens this Thanksgiving, and if you're as jazzed about this whole deal as I am, you might be wondering, "What about a game?" What, you think our pals at Disney Interactive would let us down? This is Disney we're talking about, so expect to see that equivalent wizardry to hit your Genesis and Super NES with a simultaneous release with the film.

-lace Fury

Keep your trig you're gonno

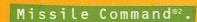
Dig deep. It's going to take a lot of guts to

play the Arcade Classics. So be brave and always put your trigger finger into a warm

place where it won't go cold. But be careful, you never know what you'll find up there.

your way through outer space

in Asteroids®1 and





There's debris

nastier. Like in Defender 3 and Joust where the enemy is as hard to stop as a runny nose.

Feel something slimy? That's creepy poison-fanged will be



GES 6+ AOL@keyword: NOA www.nintendo.com

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ger finger warm,

need it!

crawling down your throat if you don't watch your back in

Centipede® and Millipede®.

Don't pull out yet. There are millions of Aliens in Galaga ,

Galaxian® and

Space Invaders®

who would love to catch you with your guard down. And they're waiting with open mouths.

So warm up your finger and be ready to

find that your finger has gotten sticky, that's a bonus.
You'll get a better grip on the trigger and a better chance of surviving the Arcade Classics.

Now available in <mark>2-in-1</mark> game paks for Game Boy® and

Super Game Boy®.

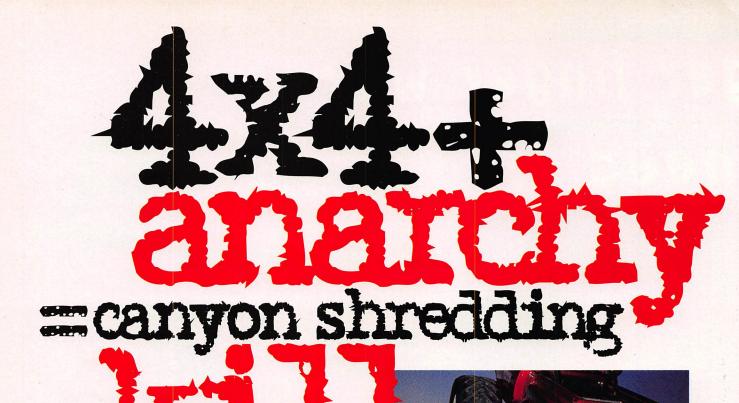


Nintendo

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Galaxian® and ©1979, 1995 Namoo Ltd. All Rights Reserved. Licensed to Nintendo. 9 Space Invaders® 1994 Taito, licensed to Nintendo. TM and ® are trademarks of Nintendo of America



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no



Get a load of Off-World Interceptor Extreme

the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense,

72-71 texture-mapped terrain, switching on the fly between COCKDIL and chase view. Careful, though. Grabbing

massive air could

crush a kidney. Or two.



SEGA









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and Sega Salurn are trademarks of Sega Enterprises. Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment.

Available on the Sega Saturn™ and PlayStation™ game console.











K. Lee - Wow!









MAMMOTH HEADS!

I do believe we have finally come to a point where games can be even better at home than they are in the arcade. NBA JAM: TE on the PlayStation features better graphics, sound and gameplay than Midway's own coin-op game...no joke!

As good as these screen shots look, the game is even more powerful in motion. All the digitized players are extremely colorful and animate just as smoothly as they do in the arcade. Where they beat the arcade game hands down, is not in the shoes, but in the scaling. Players scale in and out so seamlessly, sometimes its hard to see that they are doing so at all. The floor line scrolls just as smoothly as it does in the coin-op and the digitized crowd is as active, and animate as smoothly as most lead characters! One last note on the visuals, the flames used on the ball when a player is "On Fire!" are without a doubt, the most impressive flames I have ever seen in a video game, bar none. Touch the screen and you'll burn your fingers....how do those Iguana's do it?

One thing that has always separated NBA JAM from its competition is sound and music. The PlayStation version actually sets new stan-

dards. There are actually more samples in the PS JAM than in the coin-op. From the grunts of the players to the cheering crowd to the familiar "Boom-Shaka-Laka!" and "Oh My!" it's all in there, and then some. Additionally the redbook audio that surrounds the action is fantastic.

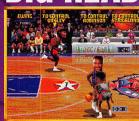
This game has all the players, jams, and cool features of the arcade game, but there are some gameplay options not found in the coin-op. Among other things, there are 5 different game speeds, 8 different button configurations, an autosave feature, 4 player-tap compatibility and more.

What it all comes down to is this. NBA JAM:TE on the PlayStation is not only the best home translation of the arcade game, it's the best version of the game on the face of the planet. All the editors at GF were equally in awe of the quality and raw power of this game. All this in a first generation PlayStation game! Don't think about it, don't ponder it, don't consider it, just buy it!- K.LEE









Play as.







AYERS



















































MAII ARI F - TI



K. LEE Space Griffon VF-9 has the unique qualities that many 3-D corridor games are lacking





Space Griffon VF-9 was one of the first 3corridor games to hit the Japanese PlayStation. Now, thanks to Atlus, SG will be available on our shores as well. With smooth 3-D scaling, a huge quest,

a great story, and solid role-play-ing elements, *Space Griffon VF-9* has the unique qualities that many 3-D corridor games are lacking.

SG's RPG feel is the feature that

appealed to me the most. The key to doing well in this game is scooting about the corridors paying close atten-

tion to your map display and communiqué from members of your team. You must find chambers containing valuable items like key cards and weapon and health upgrades.

Your Griffon transforms into three different positions: Cruise, for high speed maneuvering (you cannot attack in cruise), Assault, a mid position for medium speed and weapon deployment, and Combat, the slow fully erect position of mass destruction. Each time you transform the contorting is accompanied by great sound effects, and your perspective changes accordingly... very cool. Similar to a traditional RPG, Space Griffon rewards tactical thinking and patience. I particularly liked the way your teammates direct you on what to do and

where to go. Atlus thankfully did a great job in finding good voice actors.

The 3-D graphics in SG are entirely monochromatic and convey an impressive feeling of depth and realism, with proportionately tiny catwalks overhead and doors below made for the human form. The texture mapping is also detailed and ultra-color laden. I did notice that the texture mapped walls warped a bit at close range but not enough to deter gameplay. Overall, the designers did a good job of creating a realistic 3-D environment with a futuris-





There are 2 things I don't like about *Space Griffon*. You can't skip the animated communication sequences and there is no music during gameplay. My first gripe annoys me only slightly. The transmissions from your teammates provide you with important info, so I can forgive that. On the other hand, I prefer music while I'm playing. Even if the designers are trying to create a realistic feel (which is the case here), I still think at least some

NODATA

music should be made available. A mood-establishing soundtrack is critically important to any game, especially RPG's such as SG. A fitting soundtrack is one of the traits that made games like Robotica on the Saturn so great. Oh well, I guess you can't have it

Overall, Space Griffon VF-9 is a solid first-generation PlayStation title. It has cool 3-D, a strong story that unfolds throughout, and is very long. Compared to it's competition SG is among of the best of the available corridor adventures. With so many look-alike and playalike games out there, it's refreshing to see that there are unique games like SG coming down the pipeline.



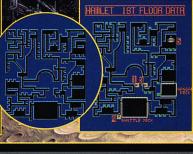
























IFFICULTY - INTERMEDIATE

AILABLE - I



E. STORM
"A 4 wheel Fantasia."
Crystal goes the extra mile.

OK, let pretend that this is the first incarnation of Off World Interceptor, proceed from there. I find no need to drudge up how much better Extreme is. Of course I could... oh what the heck! OWI Extreme rips the 3DO a new crack! It's not only a whole lot nicer to look at, but plays about a zillion times better. Could the PS controller

but plays about a zillion times better. Could the PS controller by ASCII I was using have anything to do with that? Whaddaya, kiddin'? Of course it does.

The 3DO will go down in history as the only piece of hardware actually held back by its controller. For those of you whom have recently purchased a Sony PS (congrats by the way), OWI was one of the most highly anticipated 3DO releases but fell just a tad short. The bosses were insanely difficult and the 3DO had just a lil' difficulty with the hordes of sprites and fast 3DO named by The PS on the other hand. of sprites and fast 3-D gameplay. The PS, on the other hand, revels in it and so, CD has re-worked the game to take advantage of the PS's willingness and come up with one high pow-

ered racing combat game.

To start things off, a cheeseoid FMV movie complete with on board hecklers is provided. As well as setting up the story, this provides the player with plenty of time to grab some Frito's and a nice tall glass of DP on ice. From there it's on to either a two player competitive romp, story mode, or the arcade mode. The action on OWIE is pure 3-D kill or

Je killed. As you dart across the huge playfields in search of money and power-ups you'll engage in non-stop battle. Each area is laced with vehicles which, if not properly dealt with, will swarm all over you and eventually blow you to bits. To thwart them, the designers have built in some very cool Bond-like accessories. Blasters will take care of enemies behind you while missiles and lasers will deal with those in your path. Additionally, air attacks can be called in to nuke the entire area, or nitro's can be fired to

get you out of tight situations. These items, however, must be used sparingly because they don't come free, except for your stock laser. In between levels you can visit the shop (which is presented in true PS form) and stock up on what you think you'll need. Don't shoot the whole roll though, pick what you can up during the levels. You need to save as much as possible for a new ride. For about a half million bucks you can purchase one gnarly four wheel drive death dealer, and they don't take American Express.

they don't take American Express.

Graphically OWIE delivers priority overnight with some of the best textures I've yet seen on the PS. Say good-bye to those tiles you're so used to seeing and hello to actual textures. The sky is even in 3-D and moves briskly towards you, helping deliver the visual feast on Extreme's menu. CD didn't forget about the tunes, either, and have graciously included a host of non-funky drivin' tunes. So there you have it. All that's left now is to strap yourself in. -E. Storm









COST

-50000

CASH

VINDICATOR





Learn the basics in training mode.



Play the levels in whatever order you choose in arcade mode.



password able only in story mode

COST

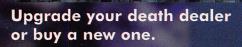
CASH

SHOP



Challenge a friend in the vertically split vs mode.





Scorch 7









Silt Sorrow









Atlantia Point









Bastion









as Lunas















Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. DramamineTM cocktails, anyone?

Scream through 20 different rounds of nonston destruction

Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.

Featuring new Save Game option, cookietossing 360° barrel roll capabilities, and life-saving power-ups. Forget about that intergalactic brotherhood CTAD. 'Cause with Total Eclipse Turbo", the

space-combat simulation for the Sony®
PlayStation™, there ain't a heapin'
helpin' of hospitality for light years. And

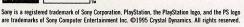
with all those Squid-faced aliens stopping in to party, you're gonna have to

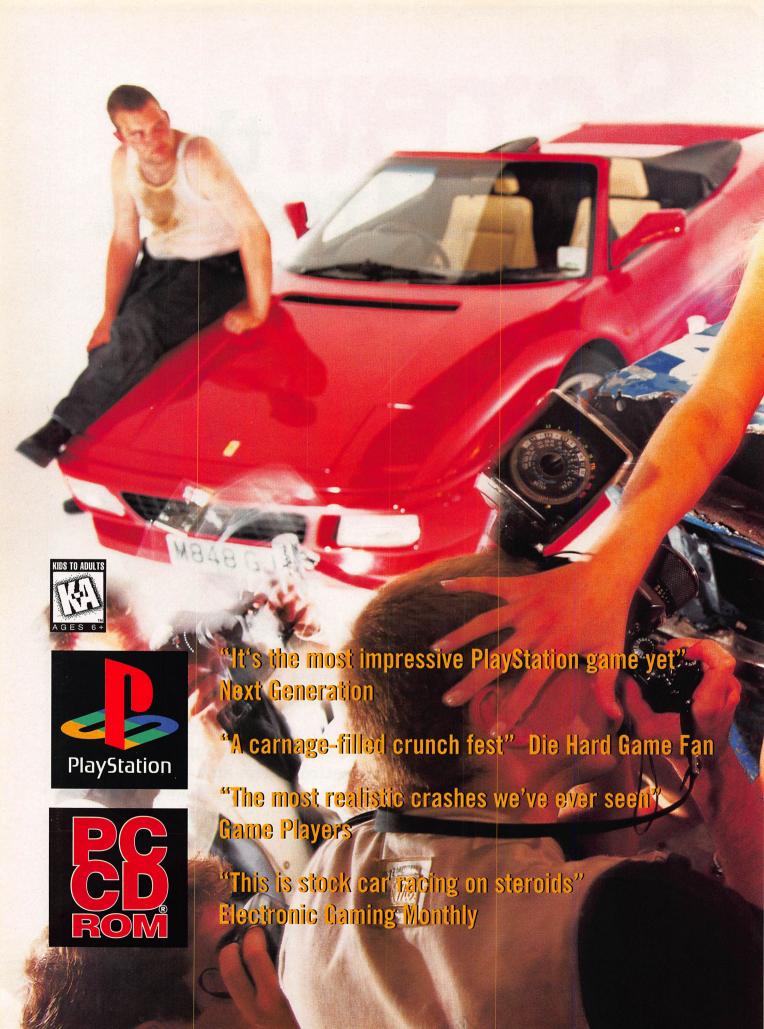
fire up your wicked welcome wagon and get this 32-bit block party blazing.

















FROM: THE CIRCUS
HEIGHT: 6 FT.
WEIGHT: 243 LBS,
FAVORITE QUOTE:



FROM: ASBURY PARK, HJ
HEIGHT: G-FT, 4 IM.
WEIGHT: 400 LBS.
FAVORITE QUOTE:
I'M THE BEAST



FROM: SAN ANTONIO, TX
HEIGHT: 8 FT. 1 IH.
WEIGHT: 235 LBS.
FAVORITE QUOTE:
I'M THE OREATEST THING



ECIAL MOVE

FROM: DEATH VALLEY
HEIGHT: 6-FT. 11 IN.
WEIGHT: 322 LBS.
FAVORITE OUDT:



FROM: CALGARY
HEICHT: B-FT. 1 IH.
WEIGHT: 234 LBS.
FAYORITE QUOTE:





















DEVELOPER - SCULPTURED

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1 - 2

DIFFICULTY - ADJUSTABLE

E STORM
ANOTHER PERFECT
ARCADE TRANSLATION FOR THE
PLAYSTATION!

AVAILARI F . OCTORER





YOKOZUNA





THE UNDERTAKER





SHAWN MICHAELS





LEX LUGER





POTT "HITMAN" HADT





SHAWN MICHAELS 96 WINSION DAMAGE

If you've been to the arcade recently, it's hard to miss Williams' new high powered WWF
Wrestlemania coin-on. Not long and I'd've never

Wrestlemania coin-op. Not long ago l'd've never dreamt of playing such a game at home, but today it's a reality. No, you don't need a 500 dollar super gun and a 2000 dollar Jamma board. All you need is a Sony PlayStation, the system that is quickly proving itself the leader in the 32-bit console race.

WWF Wrestlemania takes the wacky antics of the World Wrestling Federation and combines them with wild exaggerated fighting-game play mechanics to produce a fast and furious, all-out brawl. The biggest stars from the WWF take to the canvas with an arsenal of moves including secret hidden power











INTERCONTINENTAL









WWF TITLE













moves, like the Undertaker's throwing of wild demons. The gameplay in WWFW is extremely fast and respon-

sive, something you wouldn't expect from a wrestling game. The digitized characters not only look 100% perfect but animate almost better than they do in real life. Yokozuna, for instance, is quite the nimble sumo in WWFW. He'll grab and spin you in a millisecond, has a wicked arsenal of punches, and likes nothing more than flying off the turnbuckle, butt first (and a colossus butt it is). You can play solo, and go for the IC or WWF belt or, play with a friend in either cooperative or vs. play.

The sound effects and music that accompany the action is a blarin' success, as is the ringside commentary. Vince McMahon's mouth moves just as fast as the action.

To summarize, all I can say is that WWF Wrestlemania for the PlayStation is another perfect arcade port. If you dig the coin-op you'll be lovin' this 60 dollar incarnation that you can play nestled comfortably at home with your PlayStation. -E. Storm

















ALL NEW MAYHEM MOVES LIKE THE SHOCKING "HAND BUZZER"!



NO RING CAN CONTAIN 🐃 WRESTLEMANIA®!



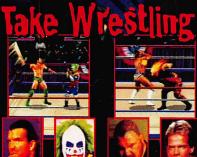
MORE REALISTIC WRESTLING ACTION THAN EVER—REVERSALS, **PILEDRIVERS AND** BODYSLAMS!



SUPER NES® **GENESIS**















FOR TIPS, TRICKS

PLAYSTATION PC CD-ROM



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sim department, a category headed the way of

Here's an early glimpse of Virgin's new flight sim/shooting game, *Agile Warrior: F111X*. *Agile Warrior: F111X* employs simple fire-and-forget play mechanics, an array of weaponry, and you can toggle your point of view between three perspectives. The action takes place over diverse texture-mapped locales that, at the moment, suffer from a bad case of redraw. Hopefully, this will be corrected to some extent.

In many ways, AW may be considered something like a cross between *Ace Combat* and *Blue Lightning*, at least in terms of gameplay. Something AW has that the aformentioned do not is a network option allowing multiple players to get in on the action, and some pretty heavy on screen

Surprisingly, AW features a realistic storyline high-lighting scenarios that could actually happen, an exam-ple being the segment where India and Pakistan are on the brink of a biological/nuclear weapons exchange, and you must destroy their weapons of mass destruction before they can be used.

This will hopefully be a promising entry in the PS flight

the corridor shooter... They have to be masterworks to make the grade. We'll bring you a review as soon as Black-Ops buttons it up.

-The Stalker



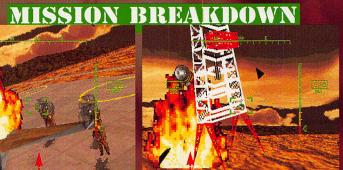


AFFICULTY - N/A

MAILARIE - TRA



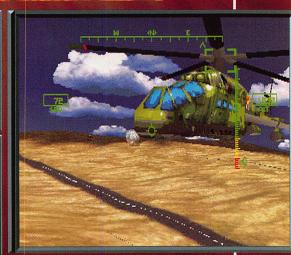
THE STALKER THE PS FINALLY GETS A MULTI-PLAYER FLIGHT SIMULATION GAME.

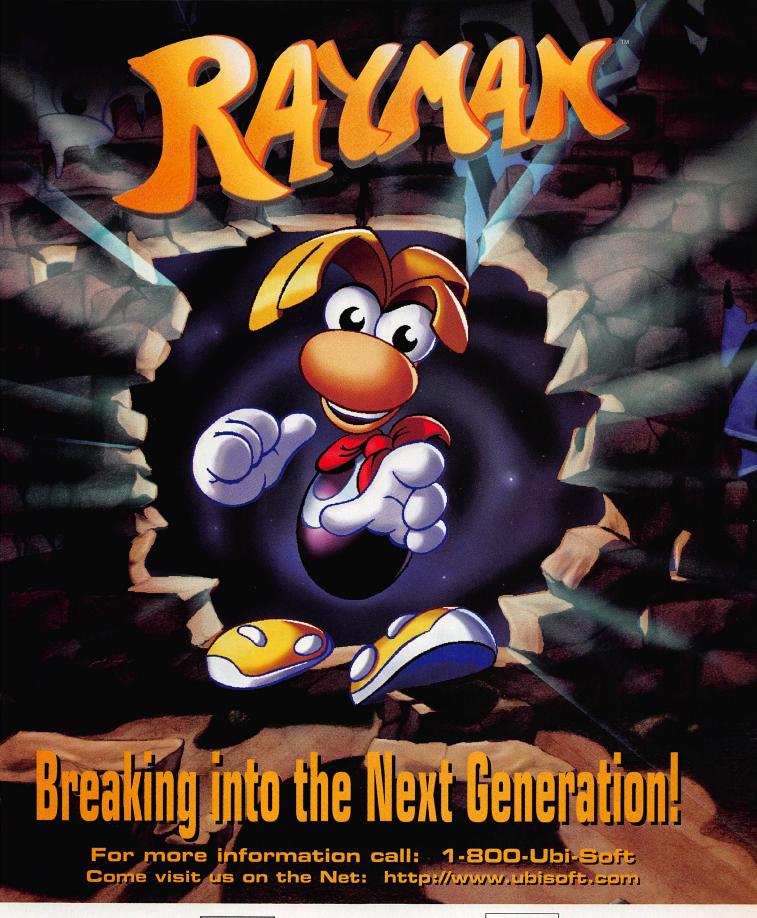














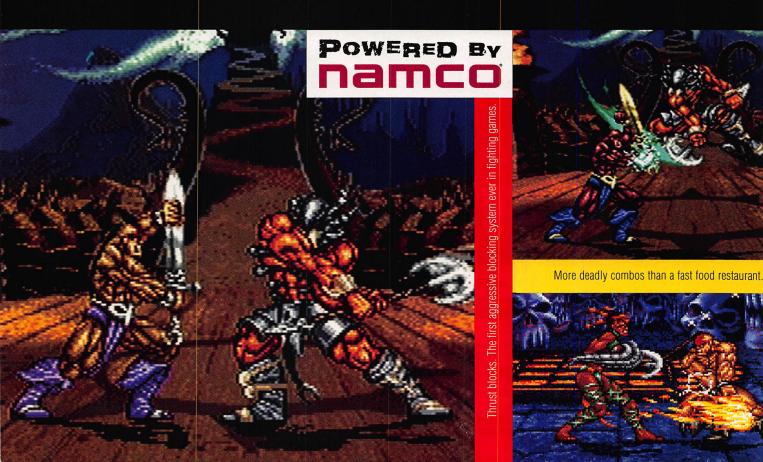








WE WERE WARNED HEADS NEW GAME DIDN'T REDEFINE THE



OULD ROLL IF OUR ITIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices.

Introducing WeaponLord.™ Combat with a cutting edge. WeaponLord features weapon-to-weapon combat in classic medians.

weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-



bowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord

truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

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CRITICOM











Here's the first look at Vic Tokai's new (and first) entry in to the ever growing 3-D polygon based fighting category,

to the ever growing 3-D polygon based fighting cate Criticom.

As with Toshinden, Tekken, VF2, and Zero Divide, Criticom features detailed texture mapped environments and characters. Criticom also features full sweeping 360 degree camera angles, intense rendered FMV cinemas, and of course, a detailed story behind each and every combatant. The early CD we tested was devoid of any actual play mechanics but you can already begin to see where the developers are going. The animation and locales themselves look very promising and the characters seem to have a wide range of diversity. Criticom is being

developed for both the Sony PlayStation and Sega Saturn and is expected to hit stores sometime early next year. We'll keep you up to date on *Criticom's* progress as it devel-ops. Now that Vic Tokai has entered the 32-bit wars with their own in-house development, I wonder

if Golgo-13 will re-enter the game arena. I sure missed him on 16-bit.

-Takahara



TAKAHARA



















WEB OF CONFUSION!



NO SYMPATHY FOR THE SYMBIOTE!

PARTING IS SUCH SWEET SORROW.

Venom® Spider-Man®





VENOM® AND SPIDER-MAN® BURY THE DIGGERS!



FIVE TIMES THE **CARNAGE!**

Venom® has been violently split from his living costume, spawning five deadly alien Symbiotes. In fierce two-player action, Venom joins forces with arch-enemy, Spider-Man® to face the new strain of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and awesome allies like Ghost Rider and Daredevil, Venom's out to part his Symbiote offspring from their newfound life!

SUPER NES®

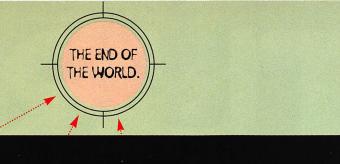
GENESIS"



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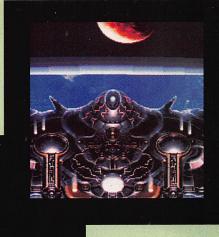




lt's about time.

YOU

ARE HERE.



Chrono Trigger. Sci-fi fantasy meets time travel.

From the creators of the
acclaimed Final Fantasy
series. Character designs
by Akira Toriyama. 32
megs, 10 endings, 70-plus
hours of game play.



SOUARESOFT

KIDS TO ADULTS

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COVER STORY

SEGA S<mark>ATURN</mark>

DEVELOPER - NEVERSOFT

PUBLISHER - PLAYMATES

FORMAT - CD

OF PLAYERS - 1

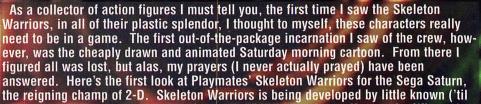
DIFFICULTY - NA

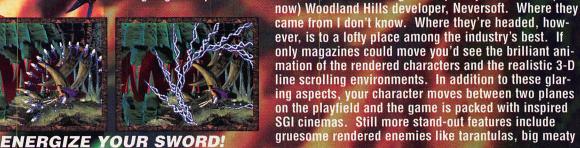
AVAILABLE - NOVEMBER



E. STORM
BAD TO THE BONE!





























SEGA SATURN

DEVELOPER - AM2

PUBLISHER - SEGA

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - N/A





10000 X 1





Virtua Cop, the gun game for people who thought they hated gun games, is finally coming home. Though the version we have required you to play with the regular control pad and the cursor, once Sega's so-bright-orange-it'll-make-your-eyes-bleed gun comes out, Virtua Cop should have no diffi-

culty replicating the arcade.

Virtua Cop is the closest AM2's come to a perfect arcade

translation. I say that having not yet played Rally or VF2, but trust me, this as close as it gets without nailing the bullseye. Saturn Virtua Cop easily manipulates a great many texture-

Saturn Virtua Cop easily manipulates a great many texturemapped polygon characters with speed and grace, making
the not so old Saturn VF look almost primitive. Things are
indeed moving fast in terms of overseas development.

If you haven't played Virtua Cop, you're missing out on one
of this year's best coin-ops. There's nothing like
walking up to a Virtua Cop machine, plunking in
your 2 bucks to play a two player game, and
alone with a gun in each hand, shooting hundreds of people (well, polygon people).

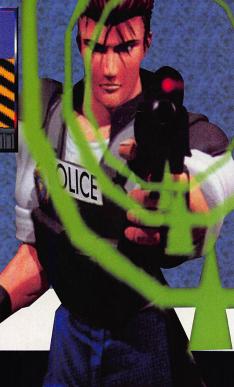
So, if you want to feel the thrill of real police
work (i.e., killing 300+ people and taking down
an entire criminal syndicate in under half an
hour), without any of the messy repercussions,
this is the only gun game worth a second look.
Virtua Cop is set to come out by year's end, and
my trigger finger's already starting to itch... -















SEGA SATURN **DEVELOPER - NOVA LOGIC**

PUBLISHER - SOA

FORMAT - CD

OF PLAYERS - ONE

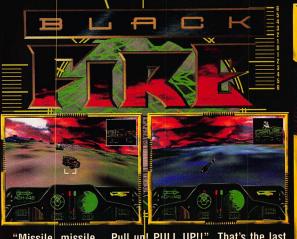
DIFFICULTY - HARD

AVAILABLE - SEPTEMBER



THE STALKER





"Missile, missile... Pull up! PULL UP!!" That's the last "Missile, missile... Pull up! PULL UP!!" That's the last thing you heard before an enemy chopper blew you out of the ashen-gray skies with a heat-seeking Sidewinder missile. Your copilot, giddy with fear, alerted you to the danger too late: your mind was on the sprawling enemy base sitting in the middle of your missile-lock crosshairs. You've crashed. You have failed. The terrorist forces of The Consortium have won the battle. It's just not your day.

The above experience comes from Black Fire, Sega's first Saturn chopper-combat game. In Black Fire, you and your copilot must pinpoint enemy targets located by spy satellites and destroy them.

copilot must pinpoint enemy targets located by spy satellites and destroy them.

All you have to complete this all-but-insurmountable task is your ultra-advanced Black Fire attack helicopter, your skills as a pilot and the deadliest ordinance the US Army has to offer.

Not too long ago, the very same developers of Black Fire (Nova Logic) made a similar, hyper cool game entitled Comanche for the PC. Much to my enjoyment, Black Fire looks, feels and plays just like its ancestral title. Using all eight of the Saturn controller's buttons (instead of a two-button joystick and a whole keyboard), you have com-



plete three-dimensional, non-confined control of your ship. Sliding and pitching to avoid enemy fire, you must maneuver your ship into position to take out the pre-designated strategic targets. These will include troop facilities, stolen weapons and command bunkers. Only the most advanced pilots will survive this highly difficult game. (Tip: Find geographic safe spots when you can. You can use them to sit idle and blow the enemy away at long ranges using missiles. Don't ever attack too many enemies at once!)

too many enemies at once!)

The action explodes in front of you over a fully three-dimensional texture-mapped playing field. You'll see the screen explode with dozens of sprites at a time from multiple viewpoints. There's some pretty bad re-draw happening but you'll have little time to notice.

As the action draws you into the game, the gameplay is further enhanced by tons of well acted voice samples and a very impressive soundtrack.

This game's inherent difficulty and re-draw problems may be drawbacks for some, but I highly recommend this title to those chopper-sim freaks out there who adore a tough game. It's far too addicting to pass up!

-The Stalker













































t's many hundreds of years ago, and the throne of China up for grabs. As one of 10 wacky warriors of legend, syour chance to put your fighting skills to the test and name the flow of history forever. The warriors are visuly an eccentric bunch, but tend to encompass pretty trational fighting styles and moves. A few new twists are covided, though, such as Xian Wu #5's ability to throw paredictably, bearing, from

ovided, modgh, soon as man ipredictably hopping frogs id skittering crabs, and Gong, i old man who has a giant, ue, four-armed beast behind m to protect him from danger

id slay his foes.

The control borrows heavily om Street Fighter II, with eak, medium, and strong cks and punches taking but-brantage of the Saturn's 6-but-brantage of the Sa n pad. Special moves are ually easy to do, but there are me infuriating exceptions, ich as trying to do fireball otions at the peak of a jump - it just doesn't work. Another teresting addition was the ility to do new special moves

hen you've lost your weapon, a rather pointless inclu-on considering that your weapon breaks nary one round a thousand. Still, the control is tight and full of cool mbos, especially in the beefed up Saturn mode.

Visually, Dark Legend is quite impressive. The back-ounds, which inconsistently range from blah to excel-nt, can be quite beautiful. The animation is about par, It the special moves look excellent, with great fire fects and such. The music is wonderful, spanning a ide variety of styles, but always fast-paced and with a

traditional Asian touch.

I really enjoyed Dark Legend when I received the Beta version, assuming that such flaws as its slow movement and horrendous "framiness" would be fixed. You can imagine my surprise when I got the final version and found it to be identical! There's really no excuse for that flaw, especially considering how smooth and fast Golden

Axe: The Duel moves. The sad thing is that, through the slow speed and awkwardness, you can see the potential for a great fighting game that will never be.

Dark Legend, the first ST-V to Saturn translation, has all the elements of a good fighting game, but fails to put them together as masterfully as it should. If you're aching for a 2-D fighter on the Saturn, this will surely satisfy, but patiently waiting for Golden Axe: The Duel and X-Men may prove to be the wiser choice.

- Takuhi



DEVELOPER -TEAM SSS

PUBLISHER - DATA EAST

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - MEDIUM

AVAILABLE - OCTOBER



Takuhi Data East's Dark Legends is a solid fighting game among fierce competition



















FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



E. STORM WHO'S THE KID?

The 3-D in OWIE is fast, furious, and wildly fun, especially after a couple of buggy upgrades. These little buggers jump around, fire all sorts of offensive weapons, and just basically kick butt. The control is surprisingly responsive for such a wild ride, and even when the screen is loaded with sprites (which is nearly always), there's not a tad of slowdown. Extreme includes a Ridge Racer-type cockpit mode not found in the original that can further add to the intensity, along with a scrolling sky (nice touch), some nice fog, better balance, and bigger, badder, better gameplay.

Visually, as you can see, Crystal has left nothing to chance. Face it, this game just looks cool. The vehicles look and act like little monsters and the texture mapping, while not quite as good as the PlayStation version's, is still a cut above what we're used to seeing.

I gotta tell you, Crystal's got it goin' on here in the early going. Act-plat fans will soon be lovin' GEX, action/strategy fans will soon meet The Horde, shooting fans can fly the unfriendly skies in Total Eclipse or the phenom Solar Eclipse, and for those of you who like mega-doses of pure goo-splattering overhead action there's the upcoming Blood Omen Legacy of Kain. If I had 'em all here right now I'd fake sick and hit the road. Oh well, I've got OWIE now, so I guess I'll get back to it. Happy trails! -E. Storm



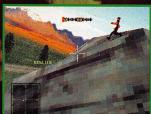








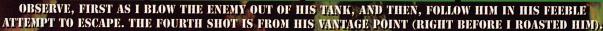






















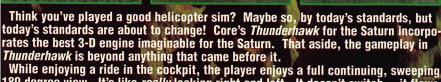
PUBLISHER - US GOLD

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - NA

AVAILABLE - NOVEMBER



While enjoying a ride in the cockpit, the player enjoys a full continuing, sweeping 180 degree view. It's like *really* looking right and left. It doesn't switch... it flows. From behind the chopper you can do the same thing, except with full 360 degree movement that is again, ultra smooth. But it doesn't end there - not even. For the first time ever in a chopper sim, once you lock on to a target, you can hit a button and view yourself from its perspective! Sound cool? It gets better. Say you blow up a tank. The guy driving it pops out and runs life. First of all, the tiny dude is texture mapped, I couldn't believe that. Now as he's running across the level if you lock on to him you can see what he sees as he's running. Until of level, if you lock on to him you can see what he sees as he's running! Until of course, you smoke him. Now that's ingenuity! To top it all off *Thunderhawk* fea-

course, you smoke him. Now that's ingenuity! To top it all off Thunderhawk teatures detailed texture mapped towers, vehicles, terrain, and aircraft, as well as some of the meatiest explosions yet seen in such a title. Core is no doubt on its way to setting the standards once again, as they did on Sega CD.

I guarantee that developers will be after this Saturn engine once they see this baby fly. It makes what's out there look kinda', well, archaic.

I can hardly wait for Thunderhawk to hit the streets, which could be as soon as October. Whether chopper sims. are your thing or not, this is one that is sure to have universal appeal. Everything about it is new, and that my friends is what progress is all about. -E. Storm



























SEGA SATURN

DEVELOPER - SEGA JAPAN

PUBLISHER - SOA

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOVEMBER







E. STORM
I NEVER, EVER, LEAVE
MY WINGMAN.

Here's a game that I'm especially happy to see making the jump from Japan to the United states: Sega's Wing Arms. Patterned after the coin-op Wing Wars,

Wing Arms is pure WW2 dog fighting rapture. The Saturn version brings to the game gorgeous texture mapping, a truly remarkable SG intro and a thumping wartime soundtrack. The amount of planes you can pick from along with the detailed, lengthy mission ops, combine to make this not only the most thorough, but best game of its kind, surpassing even the mighty Ace Combat.

What I personally love about this game is the realistic nature of each series of dogfights. Planes fly

in clusters and often break formation to take you on solo. Also, when using guns to assault an enemy, a mere nick will only produce a realistic must either bombard
them with gun fire or be
a wicked shot with a
missile to down an
enemy. Additionally,
they can lock on you, too.
If this happens (or should I say
when this happens), the adrenaline really
starts to flow. The awesome controls at your dislocal allow smooth aerial loops and spins, making

stream of smoke. You

posal allow smooth aerial loops and spins, making getting away as much fun as going in for the kill! For the most dramatic results, choose your chase cam to view all this splendor. A cockpit view is available, but tends to limit your view and cause a bit of claustrophobia.

What puzzles me is why *Wing Arms* is not set for US release until later this year, when it came out in Japan weeks ago. Surely, no tweaking is necessary or would be welcome here. Nevertheless, when it does fly into stores, nab one! *Wing Arms* is now the aerial warfare game to beat. -E. Storm

















Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.





You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).



Forget about fields of dreams.

With The Horde, it's more like little slaughter-house on the prairie.

See, we've injected arcade-style,

belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and

hiring archers, enjoy some serious, gut-popping swordplay.

'Cause man, these neighbors really Dite!

(Game Pro 300™ review).

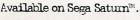
Single Sond Corel Felter

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LIVE

cycle. There wasn't a lot of development knowledge carryover from 16-bit to 32-bit, but there's going to be a lot of carryover from \$2-bit to 64-

TF: M2 is so close to Opera, in terms of fundamentals, that it took longer for one of our hard-



are on the way."
--Tuesday Uhland, 3DO publicist

ware engineers to walk across the parking lot than it took for him to port the kernel of an Opera program onto M2. M2 is very stable. Usually, you'd assume it would take months

to port a program. GF: How did you see 3DO's technology changing when you first created it?

RJ: We made sure the basic system was very solid, but we knew we couldn't anticipate everything that would happen in the future. So we included all these different

attachment-ready ports that could connect to modems, MIDI keyboards, stuff like that so if the product ended up migrating into that kind of marketplace..

GF: And that never really happened...

Yet.

TF: If we hadn't included the expansion port, we wouldn't be able to do M2.

GF: In retrospect, are you happy with Opera, or do you think to yourself "If only we'd done this our games could have had twice as much paror whatever? allax

JS: Obviously we've found all kinds of things that could have been better and we're doing

them all in M2.

DN: Opera is by no means perfect. Christmas comes and schedules must be met and a product must be done, and we had limited money and we made mistakes. Life goes on, and M2 will be better.

M2: Multimedia or Games?

GF: Opera was initially touted as a multimedia machine (and not specifically a game machine) which played all kinds of CD products, from edutainment to sports to action to 3-D, etc. Especially during the early going, there was a perception among gamers that because both the hardware and software was trying to be too diverse and meet too many needs, it was too weak in certain game-specific areas such as platform games. Was there a specific philoso-phy with Opera's hardware development to make it multimedia-friendly?

specific connection to multimedia stuff, but here's a CD machine with good, proper 16-bit CD audio output, and has a CD player as its input, and has a frame buffer with memory and video graphic capability... surprise, we can play audio CD's, photo CD's, and video CD's. So there was that aspect of yes, it's multimedia. Part of what went wrong was people touted it as multimedia. Nothing was missing from the original design to make it multimedia, but we did hesitate to add anything to make it multimedia;

DN: In the beginning of Opera there wasn't any

for example we didn't want to make it Philips CD-I.

TF: As far as positioning the product is concerned, there was a certain element of not wanting to be just a game machine, and part of that was the initial price point, and we were going in that marketplace hadn't been new places defined yet. We tried this to justify the price point, and then we decided, "Let's not justify the price point, let's change the price point and focus on something people really care about, extremely fast games with lots of video and audio." It took us a while to get there, but we did. The thing that will drive the sales initially of M2 will be cool games... and then, there may be a few other [multimedia] things our developers will do as well.

RJ: I was always surprised it took us so long to

come up with our Gex and our Soccer Kid. was astonished no developer in the beginning said, "I'll do one of those just because," but instead all the developers had these huge grand ideas about what they could do with the system, and no one wanted to do the old-style games, and they overlooked the fact that there are many consumers who love that boring old junk... ME for instance! It took them a while to get around to it, but they did. And if the multimedia concept includes the sense that 3DO is not a game system that would sit off in a corner with the kiddies but would instead be an entertainment console that would be plugged right into the main TV and all members of the family would play it, that much I feel we accomplished very well.

M2 Tech Details
GF: Please tell us about the most important technical aspects of M2 which will positively affect games.

TF: M2 is going to make real 3-D interaction possible in a legitimate fashion. None of the machines today really create a complete envi-ronment. With some of the competitive machines, the objects and polygons look flat.

JS: For instance, on M2 you can have a light source reflecting off an object and as the object moves the reflections change. The M2 hardware supports that, and while you can do anything in software, if it's too slow it doesn't happen in real time.

TF: You can theoretically do gouraud shading on any platform, but if you're trying to sustain 30 frames per second animation, you have to do it

in hardware, which M2 does.

Another example is mip-mapping, which means when you zoom in close to an object or move farther away, or look at it edge on, it doesn't distort or pixelate like it does on other systems... it has a real rounded, correct look.

RJ: The M2 team built those capabilities - the mip-mapping, the filtering, the Z-buffering - this is a collection of words that might not mean much to readers, but the end result is how realistic it is, how graphic it is. At the same time, M2's hardware team had some hard-core game designers who helped keep the balance and make sure it wasn't too heavily weighted toward fun or theory, but it reached that happy medium so it's just a real powerful machine.

GF: How much is M2 like an SGI machine or a

high-powered computer?

We didn't just do these things the way that they're done on a high-end workstation, because if we did, it would still cost as much as a high-end workstation. We didn't cheat either. we came up with new and unique ways of doing mathematically the exact same thing, but with fewer steps... and using the best technology possible to do it.

TF: To give you an example, a graphics workstation can do all its floating-point calculations in 64-bit. Well, the fact is for graphics, you don't have to go to that length. You don't need a 64bit data path to gain the benefits of floating-point, you can get away with 32-bit and a have a much simpler CPU. But actually, our CPU can do 32-bit floating point arithmetic, which is perfectly fine for graphics, and it can sustain a floating-point processing rate which is faster than a

JS: If you just say we're doing 32 instead of 64, you wouldn't get the same correct mathematical result. But we've analyzed the number and amount of steps for each calculation, and the graphics chip uses the exact number of bits it needs to at each stage, so we don't waste any bits, and we don't have any errors.

All the other machines currently on the market don't do floating-point but do fixed-point arithmetic, which is far less accurate and creates all kinds of headaches in software.

JS: With fixed-point, when things go past you there's an odd effect where they go in and out and they're not completely there all the time; it's a mathématical quirk.

Not to trivialize all this, but the other new systems often have problems with "pop-up, where graphic chunks just pop into view in certain racing games. Is floating-point relevant to that problem?

JS: Floating point numbers are nice and contained, like when you get to infinity, they don'roll back around. If you have a fixed-point numbers ber that's at infinity and very large, and you add

one to it, it becomes a tiny number.

TF: Therefore the other systems don't have the horsepower to process their entire database for their race track, so they have to do some software tricks to determine what objects are likely to be in view, based on the player's position. and they have to throw away as many objects as possible because they don't have the horse power.

JS: We have a hardware Z-buffer which keeps track of where, and how near and far away from you everything is, so the hardware can render things and decide what should be there and

what shouldn't.

RJ: In the end, every system is finite; we haven't created an infinitely powerful machine here. There's always further to go. But here's another thing. On other systems, you can go down a dark tunnel and far away objects start to come into existence because they become lighter as you get closer. We can do that easily and add things like weather effects. But in addition to dark/light, on M2 we can use video/movie-making type techniques by having distant objects out of focus, just like it would be in a movie where objects that are far way from the camera are just a blur, and as you get closer the blur forms into the actual object, giving the player a feeling like you're in there with a real camera. Consumers probably wouldn' even notice it, they would probably just get tha extra feel of realism because this is so sublimi nal.

Can the M2 do real-time anti-aliasing? (after some discussion) The answer is yes (laughs) There are two kinds of anti aliasing There's one, where you're taking an image and putting it against the background and you wan to softly feather the edges of the image so i doesn't look like it was pasted on the back ground but looks like it's really part of the scene... yes, we can do that. There's anothe kind, where the internal image itself moves around and bends in three dimensions and you see it from different angles, edge-on views and stuff, so it gets close to distortion, that sort o anti-aliasing would allow the image to remain nice and smooth no matter how close or fa away you are... can we do that? Yes. So the answer is a simple yes.

DN: Can you do the golf club?

RJ: You mean where you're far away from a golf club and it doesn't flicker in and out of exis tence? Yes. DN: Cool!

RJ: Or the car antennae is another example where a single pixel car antennae sticks up ir the air. With less powerful systems, that pixe would flicker in and out of existence as you go closer, but with ours it doesn't, it just remains soft and smooth.

JS: We've already said mip-mapping, texturing and rotation don't cost you performance by themselves... some kinds of anti-aliasing won cost any performances, other types bring up the trade-off again.

GF: What about M2's sound hardware, is it more sophisticated than Saturn or PlayStation? The Opera's sound hardware is actually better than the PSX!

M2 is a substantial advance over Opera M2 has 32 channels, and it's four times faster. GF: What part of Opera is actually used when an M2 is attached, other than the CD drive?

TF: The exact configuration of the M2 upgrade accelerator will vary from hardware company to hardware company, so some may choose to use more of Opera's functions, and some may choose to use less. This wouldn't affect game play, but might affect things like disc access and loading time.

How Would M2 Handle VF? GF: Looking at some of the most popular games on other platforms, how could they be better on M2?

DN: If you look at a Virtua Fighter game, the characters are created out of a bunch of polygons, and it looks like a bunch of polygons, it's all flat. But with that same number of polygons, maybe even fewer polygons, we can have an object that looks rounded and bumpy and much more realistic because we shade the polygons. So instead of each joining edge where two polygons meet there's a line, you don't see that line at all, you see a smooth curved surface. RJ: In the latest incarnation of that series.

In the latest incarnation of that series, Virtua Fighter 2, they have some textures and colors and lighting and stuff, but nevertheless, if you look at it closely - and this is arcade game where they should have been willing to throw a lot of money at it to make it look as good as possible - when the fighters get close together so their arms and bodies become intertwined, you can see it breaks up. It looks cheap and horri-ble, and you'd expect they'd be willing to invest whatever into the arcade system, but they didn't, and we do. The M2 will deliver that higher evel of performance.

JS: If you look at the cars in *Daytona*, when you go around a turn, it looks like the back end of the car almost disjoints itself a pixel from the front half. That's because of the lack of filtering and mip-mapping and the smooth 3-D curves, so on M2, instead of jumping over a pixel on the screen, we'd shade part of some pixels and part of other pixels and it would look real.

Polygon Power
GF: M2 is said to display 3/4 million polygons
per second. Are we talking 750,000 mipmapped, gouraud-shaded, texture-mapped polygons per second at 60 frames per second, or flat-shaded, low-res polys at 15 fps?

TF: Your performance will vary depending on the size of the polygons. If you've got 750,000 polygons that are the size of the screen, you eventually can't handle it... but why would you want to? It depends on the size and complexity

of the polygons.

JS: You can do 750,000 small polygons, and you want to do small ones to make things look curved and 3-D and realistic. What people will end to do is create more objects and use small-

er polygons to make things more real.

GF: So 750,000 is not a misleading number? It's not a number that theoretically the M2 can do, but won't actually happen in a game?

F: You can do that in a real game. Again, the numbers are going to vary, down to an order of half of that. If a game has very complicated artiicial intelligence and you're plotting what com-peting characters are doing, you're going to spend more of the machine's resources on that han graphics. It's a trade-off for the developer. The M2 provides a set of resources - we can decode MPEG, we can do 3-D graphics, we can do processing, we can do audio - and that's part of the task of the developer, figuring out, "What gives me the effect I want? Where do I spend hese resources?" What we try to do is create he most powerful tools possible so that in as ew instances as possible the developer runs up

against the limitations of the machine. JS: For example, the PlayStation and Saturn can do textures, but when they do it they run vay slower than when they're not. Our render-ng speed doesn't change if we're doing texures, or if we're doing mip-mapping. It may change with the size, but that's a complex interaction. The reason it doesn't change with the exturing is we have a special RAM for the texures inside the ASIC, so we don't have to use main memory to do it. Another thing is light-sourcing. A lot of games for other systems use a pre-lit database; the light-sourcing is already there. We can actually make the light-sourcing calculations on the fly, but that takes away from the general CPU performance of M2.

GF: So the M2 has a whole shopping list of features from which the developer can choose, some which impact performance, some which don't

JS: Right. We use a new kind of memory, synchronous memory, which gives us 12 times the RAM speed of either our current hardware or the competitors'. So when you do these things on M2 it doesn't have to slow down.

RJ: Another way to gauge M2's performance is we can push around 100,000,000 pixels around

the display per second, and that's a whole lot of graphic information.

Next Gen FMV GF: Tell us about M2's FMV/MPEG capabilities.

TF: The demo you saw was real MPEG being decoded in real time onto a sphere with a light source shining onto it with a glistening effect... just that simple sphere with the MPEG on it, you can't put that on any of the current platforms. We can decode multiple streams of MPEG simultaneously, and we can decode streams that are four times the resolution and very close to MPEG 2 quality.

GF: So how high-quality is the video exactly,

compared to say VHS or LaserDisc? TF: I would say in the high-resolution, 640x480 mode it's better than NTSC [LaserDisc]. frame buffer has two modes it can work in, 640x480 or 320x240.

JS: Also, the application can render it at any size it wants... you can wants... you can have 640x480 on a postage stamp window.

GF In actual games/applications, will we be seeing high-res mode or will there be more frequent

use of the low-res mode?

TF: The developer has to decide what portion of the data rate coming off the disc they want to dedicate to video stream.

DN: Even in the low-res mode we're still better than Opera because of the filtering method... this is very close to NTSC, but not quite, but can you tell the difference in games? Not really.

JS: Fast-moving games will tend toward the lower-resolution mode, while games where you're just walking along and/or pointing and clicking (such as *Myst*) will probably use the high-res mode. The other overriding factor is memory space. It takes memory to store textures, and if you're working in the higher resolution mode, you want some high-res textures to

go with it. RJ: It's fortuitous that John mentions Myst, because imagine the interactivity of *Doom* and the graphical beauty of *Myst*, that's what M2's going to be able to do. To add something to the

display resolutions, they're all configurable, and my guess is we'll see a lot of games in the 320x480 mode. Horizontally, television is very forgiving... it's very naturally soft, so 640 is not that much of an improvement over 320. But vertically, you can see the steps on television, so a lot of games will double up the resolution vertically to get the most smooth-looking image, but they won't spend the RAM and the processing power to get the extra resolution horizontally.

2-D vs. 3-D on M2

GF: With all the emphasis on 3-D, how much attention will be paid to 2-D games on M2? Was there anything done in hardware to make 2-D games better than they were on Opera? DN: M2's 2-D games will be significantly better

than Opera. Opera had some deficiencies there, and M2 doesn't have those deficiencies. It will be way better relative to Opera... and we'll beat everyone else as well. RJ: Plus we have some support built into the system that we give to developers, that will make it very easy for them to develop 2-D games on the M2 system. They can think 2-D, and we've got the support in place; they don't have to do all the work they do in 3-D land.

Obviously 12 times the memory bandwidth performance allows you to do much more on M2. If you can afford

to use the high-res mode... we have some video output modes which will be useful for 2-D

"This is the

world's best process tech-nology." --senior

Farrand on M2

DN: In Opera, you had to send everything to the hardware, which slowed down the CPU, so even if you did 2-D, you still had to do a lot of

cell engine stuff, even though you didn't need it. On Opera, because we didn't think there would be a lot of 2-D games, we didn't allow the engine to run in the "shortcut" mode, so to speak. We learned from our mistake, and with M2, we don't have to send the tons of stuff you normally associate with 3-D, you can send fewer things, which again makes the CPU run faster.

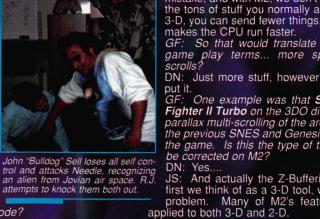
GF: So that would translate into what in game play terms... more sprites, more scrolls?

DN: Just more stuff, however you want to

GF: One example was that Super Street Fighter II Turbo on the 3DO didn't have the parallax multi-scrolling of the arcade or even the previous SNES and Genesis versions of the game. Is this the type of thing that will be corrected on M2?

JS: And actually the Z-Buffering, which at first we think of as a 3-D tool, would fix that problem. Many of M2's features can be

RJ: Imagine Gex done on M2. Graphically Gex is very beautiful on Opera, and it would have that much more beauty, broader color space, softer, smoother animations, more anti-aliasing - blending objects into the backgrounds - stuff like that. Even though you're in 2-D land you can use these capabilities to add a 3-D feel where, instead of a flat appearance, you can add some depth to the buildings the lizard is crawling on. This gives it a three-dimensional quality without actually turning it into a 3-D game.





GF: How do you think M2 stacks up to the competition, most specifically the Ultra 64?

JS: It's hard to say because the Ultra 64 is not But the more smooth, curved, lit, 3-D types of things you're doing, the faster the M2 is compared to the Ultra 64. This is partially because of the kinds of memory the U64 uses. For *Gex*'s and those types of games the Ultra is fine. It can do true 3-D, absolutely, but it just

RJ: Plus every report I've heard is that Ultra is cartridge-based and won't have a CD drive. To create the kind of experience you'd get from an M2 game, in a cartridge-based system, the software's going to cost you \$1,000 or \$2,000 per

JS: They just won't have the quality of M2. In

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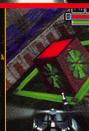


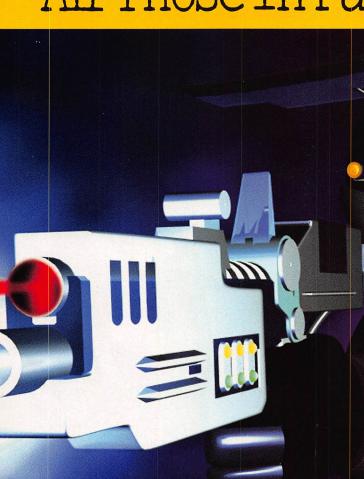
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DEVELOPER - 3DO STUDIOS

PUBLISHER - THE 3DO CO.

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - HARD

AVAILABLE - NOW

NICK ROX The best game so far ! (but too hard)

I am not a big fan of the 3DO; I can think of no game for the system that I actually wanted to sit down with and play. Until now. Though obscenely hard and at times rather tedious, Bladeforce is unquestionably the best 3DO game yet, both technically and in game design.

From what I could gather from the bizarre, yet beautiful CG

intro, the year is 2110, and the place is a futuristic city called MegaGrid. You're a vigilante out to capture various bad guys like a corrupt lawyer, the leader of a religious cult named (I'm not EVEN kidding) Reverend Bee-atch, and a nogood electrical tycoon that forces his hapless "customers" to pay exorbitant prices for their energy. Hey, wouldn't you risk your life trying to bring these heinous criminals to justice?

To aid you in your search, a scientist called Dr. Gruber has designed the "Helipak," a high-beanie designed to maneuver in all directions... just be careful not to a high-tech raise your arms too high, OK?

The game's objective sounds simple enough: Destroy the boss in each of the eight labyrinthine zones. You can actually

fly directly to the boss in each level, but you won't be able to defeat him until you destroy various locations such as power plants, ammo dumps and generators, which weaken the enemy drones and the lower the boss' life bar. By taking out generators, force fields will dissipate, allowing you to power-up your machine gun and reach out-of-the-way, but completely necessary power-ups like health, extra mis-

siles and fuel. Your fuel runs out fairly quickly, and when I first began playing the game, I frequently forgot all about it and plummeted to a great many fiery deaths. Because of the insand design choice of giving you a paltry four lives to play with and no continues, you have to take the game slowly, inching your way around corners to spot enemies before they spot you and remembering where fuel and health cubes are located in the massive zones. I desperately wanted to go careening at breakneck speeds through the beautifully texture-mapped locales, but this just isn't to be if you want to get anywhere in the game.

The graphics are doubtless the best ever

seen on the 3DO. Two issues ago, Slasher Quan said you'd think your 3DO suddenly morphed into an M2... I wouldn't go that far, but you wouldn't be surprised if someone told you Bladeforce was a PlayStation game. The 3DO employs its fog-depth effects and Jumping Flash!-style "popping" textures (the partially fog-shrouded polygons are there, but the textures are into place as you near them) to hid. the textures pop into place as you near them) to hide redraw very well, and the screen moves at a relatively impressive 24 frames per second. There are also a number of animated textures, like running water, force fields and advertisements for the criminals you're hunting down.
According to Studio 3DO, the 3-D effect is so realistic that
some people are said to get motion-sickness from playing
the game! On the graphic down-side, the
first few levels look disturbingly
alike; only around the fourth
do they radically

change.

Bladeforce's hard rockin' soundtrack fits the game very well, but, since each level takes literally any-

where takes literally any-where from 40 minutes to an hour and a half to com-plete, it can get incredibly tire-some. The sound effects are good enough, though nothing special, and the voice-overs during the FMV sequences are extremely well-acted.

If you own a 3DO, you simply must own Bladeforce. Be warned, however: The game is so hard that you may end up warned, however: The game is so hard that you may end up totally frustrated with it. Even if you save your game, you continue with whatever amount of lives you had left, and you'll find yourself dying quite a bit. The only other slight faults I found with the game were that picking up items is often pretty hard - you'll seem to fly right into a health cube yet you don't collect it... sometimes it takes a few passes to obtain the simplest of items. Also, the earlier versions we received of the game had helicopter-dude in the middle of the screen, rather than just the top of his robo-beanie. This new design choice occasionally prevents you from seeing what's going on in the lower portion of the screen... I wonder why your character wasn't made transparent or something?

At any rate, Bladeforce has given me faith that the 3D0 actually can produce a quality game playing experience...
Just imagine what these programmers could do on the M2!
- NICK ROX





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Everyone's favorite chubby, bespectacled, dickeywearing private eye is back, and-locked in a super-natural tale of pirate yore. As Edward Carnby, you must rescue a kidnapped little girl, avenge an old friend, and destroy One-Eyed Jack, the heart of the wackiest-dressed cult ever to grace the 3DO.

Alone in the Dark 2 encompasses everything that made the original a revolutionary game: plentiful perspectives, original play mechanics, and lots of clever puzzle-solving. Unfortunately, the elements that wounded the 3DO version are also back. The perspective changes are slow, but not quite as slow as the frame-by-frame action. Carnby's limited repertoire of headbutts and kicks just take way too long to deliver, and aiming a gun can be a tedious and imprecise task.

Alone in the Dark 2 is also very difficult. You start out with next to nothing, against a well-armed army. Without the ability to see ahead of you until

the perspective shifts, or the control to fight effectively, you won't have much of a chance. Your best tactic is to save often and keep trying.

There's a lot to like in AITD2, such as awesome

theme music and plenty of cool puzzles. It does have some scary parts (though in this one, they try to be a bit more weird-scary than the shock-scary stuff in the original), but it's hard to enjoy the atmosphere when you're struggling with the control.

The inefficient play mechanics were annoying in the first one, but because of the increased amount of action in AITD2, they now border on infuriating. It's a pity that the clever puzzles and exotic locales of AITD2 can't be fully enjoyed because of the poor play mechanics. I can only hope that the same mistakes are not repeated on the upcoming Saturn and PlayStation versions. Until then, Alone fans who own a 3DO, but not a PC, will have to muster a lot of patience to get the most out of Alone in the Dark 2.— Takuhi





DEVELOPER - INFOGRAMES

PUBLISHER - INTERPLAY

FORMAT - CD

OF PLAYERS

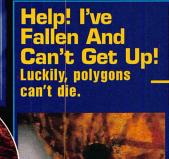
DIFFICULTY - HARD

AVAILABLE - NOW



TAKUHI
Unfortunately, there's more to computer translations than just porting over the graphics.





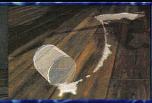












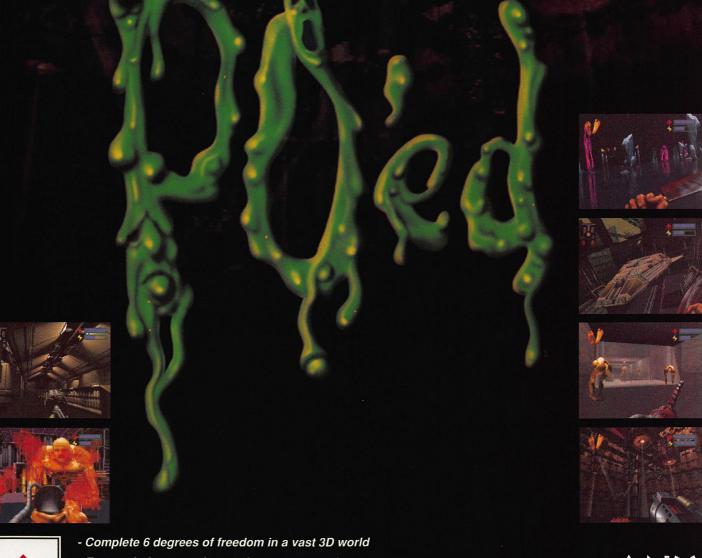
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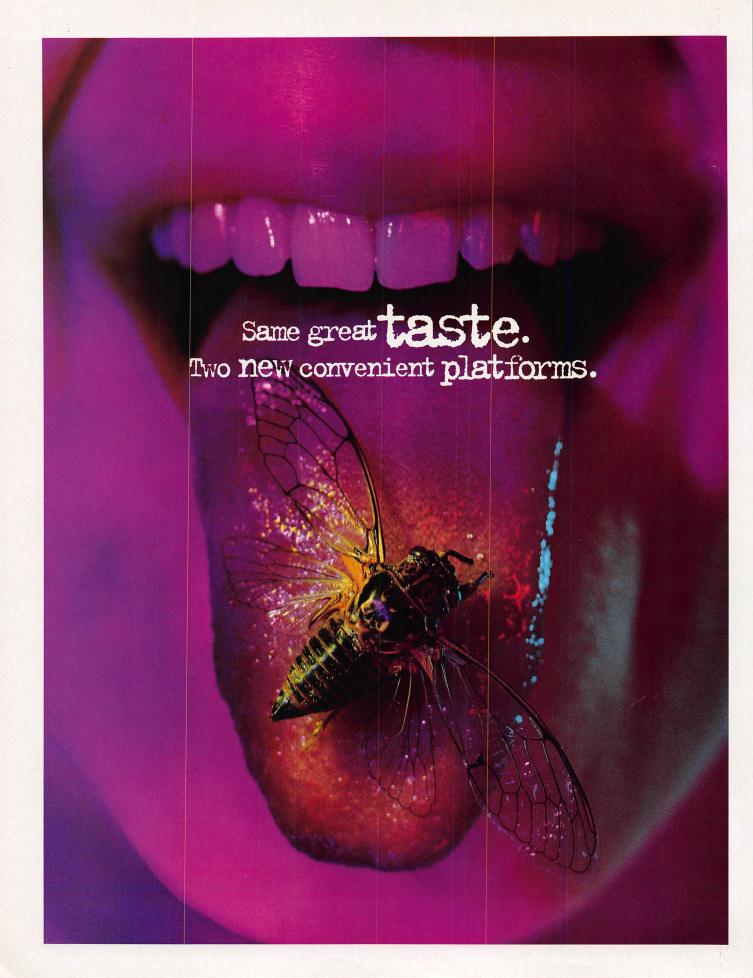




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Everyone's in a frenzy 'bout the home release of Atari Game's Primal Rage. This one-on-one prehistoric battle royale has all the makin's of an arcade-to-home-con-sole hit: big nasty characters, lots of blood and gore, and a combo system that's easy to pick up. Then of course there's the whole dinosaur thing. Since JP made more than a small country in theaters, it seems the whole world has discovered Dinosaurs. I've loved

the whole world has discovered Dinosaurs. It seems the whole world has discovered Dinosaurs. I've loved 'em since the first grade. These monsters were actually here before us, hangin' out, eatin' people. Now a distant memory, they seem right at home in movies and video games where they can't do any real damage. Maybe I should write about the game now, huh?

For those unfamiliar with PR all you really need to know besides the obvious is that it uses a very unique control mechanism. Un-characteristically, you hold the buttons while producing each move. This takes some getting used to, especially on a six-button Sega pad. Imagine holding X, Y, & B, and executing a move, than quickly shifting to Y, B, & A. It can get pretty tricky. The moves do come out easily, though, and a training game is featured to get you started.

Visually, PR is a rich commodity to start with. Stop motion animated models look good anywhere you put them, but comparatively speaking, the 32X produces considerably smaller sprites than the coin-op, and the music's pretty hurtin'. Otherwise, this is a faithful translation. The characters and humans are accomplished via the 32X, while the backgrounds and music are handled by the Cangasis. Nuff said there

via the 32X, while the backgrounds and music are handled by the Genesis. Nuff said there.

If you really want a dose of Primal power it's time to invest in a next-gen system, but if you possess a 32X, this is a tempting title indeed. While not every bit the splendor of the coin-op it takes its strange place between 16 & 32-bit... in the 32X zone. -E. Storm

STORM

















Ah, the power of evolution. The never-ending natural competition for resources has pitted hummingbirds

against wasps in an all out war for pollen. It seems as if the tide had been tipped and the wasps were about to conquer, but the unpredictable power of evolution intervened... Thus we have Kolibri - a hummingbird who has evolved with machine guns, fireballs,

and heat-seeking lasers. Well, that's my best guess at Kolibri's plot. I don't know the real story, but since it's from the people who brought us Ecco, I'm willing to bet the words "harmony," "ecosystem," and "balance" are all well represented. However, if you're expecting Ecco III, you'll be surprised to find that there's not a scrap of text in this game, just lavish shooting action with a touch of Ecco-esque puzzle solve. action with a touch of Ecco-esque puzzle-solving. That's about all that'll surprise Ecco fans,

Just as Ecco did to the Genesis, Kolibri taxes the 32X's color pal-lete to the maximum, creating luscious flower patches, dazzling waterfalls, and beautifully shaded savannahs. The up-to-4 layers of



parallax (which scroll both vertically and horizontally) are amazing sure to elicit a gasp even from those accustomed to such next generation fare as Astal and Rayman. Another bit of Ecco nosalgia is presented by the new-age soundtrack, which is complete with sampled bird chirping and jungle noises... Excellent quality (if you're into that sort of thing), especially considering 32X's feeble FM synth.

Your hummingbird sprite is beautifully animated, and changes color (to match actual hummingbird species) with each new weapon you get. Other than that, the sprites are disappointing. With a few exceptions, your enemies are tiny, and bosses are nowhere to be seen.

Though Ecco had more impressive enemies, Kolibri's well thought-out play control far surpasses Ecco's twitchy feel. You

can turn Kolibri forwards or backwards at any time, but by hold-ing down the fire button can lock yourself in one direction. Like real hummingbirds, you even have the ability to dart from one side of the screen to the other in a sudden burst of speed.

If there's a flaw with Kolibri, it's its length, or lack thereof. The 15 levels are easily surmountable, especially with the aid of a generous password system that saves your status not only at the beginning of levels, but at the mid-points as well. Luckily, the diffi-culty is adjustable, and the hard level will present a physical and mental challenge for anyone. But

that certainly doesn't



DEVELOPER - NOVOTRADE

PUBLISHER - SEGA

FORMAT - 24 MEG CART.

OF PLAYERS

ADJUSTABLE

AILABLE – OCTOBER



TAKUHI The best Eastern

European-made humming-bird-based shooting game available on the 32X! And I mean it!





change the fact that there are basically only 5 or 6 different-looking locations.

Kolibri is the ultimate rainy day game — short but very sweet, with the most impressive 32X graphics yet. I don't know what those wacky Eastern Europeans' secret is, but if Sega is smart, they'll fly back down to Hungary, lock the whole lot of 'em in a room with a Saturn development system, and not let 'em out 'til they've woven that Ecco/Kolibri magic on the 32X's beefier brother.

Now that will be a wonder to behold.









t often won-ly place s deemed ry a nick on e than a





John Worker

able



RAZOR RAMON 191



MARE

PSTIE ANIA

EVELOPER - SCULPTURED SOFT.

ACCLAIM

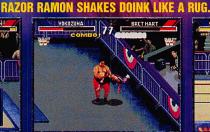
- 24 MEG CART

OF PLAYERS - 1 - 2

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW





CTIF AMIA



AMIA

YOKOZUNA SPINS BRET LIKE A RAG DOLL.



E. STORM I CAN'T BELIEVE I LIKE A WRESTLING GAME, MUST BE THE UNDERTAKER.

rough-and-tumble sitcom. Funny how

rough-and-tumble sitcom. Funny how I watch each episode all the way through, as I often do infomercials during sleepless nights. Perhaps I should seek help. But the people love it, so the games began. After many megs of sleep-inducing software, someone has finally figured it out and made a game that matches the craziness that is the WWF. So here I am

here I am.

WWF Wrestlemania's strongest feature is its exaggeration on the theme. Everything is wild in this game. The Undertaker can send forth demons to gnaw your bones or induce electric shocks, Yokozuna can spin you like rag doll, and Bam Bam can set you a



flamin'. Now this is more like it! Unlike the lock-'em-up-and-tap-wildly games of the past, WWFW has a true fighting game feel... You do moves ala SF2/MK-ish controls.

Aside from this, the digitized graphics are the best of the blue screen, and the commentary and soundtrack are frantic to say the least. 32X owners will be glad to know that this version is quite faithful to the coin-op. Besides the smaller sprite size and some irrevocable audio, this is a great translation. Its two player vs. or cooperative gameplay gives it long legs and there's eight infamous wrestling superstars to choose from, each with his own hidden move. den move.

There's no question in my mind that this is the best wrestlir game ever developed, so if you are so compelled, do not hesi to check it out. It's not every day you get to control a 6ft. 4in. 568 lb. sumo. -E. Storm



















FROM: minni, ruorio HEIGHT: 6 FT. 7 IN

WHIGHT: 252 LDS. TAYORIIF QUOTE:
THE A LOOK AT
THE BAD GUY.



FROM: DEATH VALLEY HEIGHT: 6 FT. 11 In. WEIGHT: 322 Los.

TAYORITE OUDTE:



FROM: токуо, JAPAN HEIGHT: 6 FT. 4 IN.

WEIGHT: 568 LOS. FAYORITE QUOTE:



HEIGHT: 6 PT. 1 FM.

WHIGHT: 235 LES. FAVORITE OUNTE:

Bam Bam

FROM: OSBURY POR HEIGHT: 6 FT. 4 IN

WHITHI: 400 LES. FAYORITE QUOTE:

I'M THE BEAST



FROM: CALGARY HEIGHT: 6 PT. 1 IN

WHIGHT: 224 LBS. FAVORITE QUOTE:



FROM: ATLANTA, GA HEIGHT: 6 FT 5 IN.





FROM: THE CIRCUS HEIGHT: 6 FT.

WEIGHT: 243 LOS. FAVORITE QUOTE:







Now here's a shooter with some muscle (and we all know the 32X needs all the muscle it can get), Core's *Soulstar*. If you played SS on the Sega CD you already know how cool it is. Now, imagine it had thousands of colors, more detail, and smoother scaling. You'd have one rockin' 32X shooter. We could only get a few shots from the singular level on our ROM but more will definitely follow in the months ahead. As for a release date, well, that's kind of tricky. Let's just say it's coming soon for now. We'll keep you up to date. -Takahara



DEVELOPER - CORE PUBLISHER - US GOLD



CAN CORE DO FOR THE 32X WHAT THEY DID FOR THE SEGA CD?













DEVELOPER

SFGA

- 16 MEG CART

DIFFICULTY - INTERMEDIATE







Right after the Atari logo fades away (yes, this is an Atari game) you're greeted by a nice lookin' photo, followed by the usual story and then, well, *T-Mek*. *T-Mek* is a 3-D drivin' shooter that features impressive scaling but, at the same time, just about the worst color I have ever seen. As you can gap and the hackgrounds are a sheeking one solor. We see, many of the backgrounds are a shocking one color. We can only hope that things brighten up a little before the game is finished. We'll have a review as soon as that happens. The potential is here for a cool game, let's hope the designers make it so. -Takahara





BIG SHOT OF COLOR.



DONKEY KONG COUNTRY 2' Greater graphics and faster action for this even bigger dventure! All new worlds populated with new enemies and new friends.



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DEVELOPER **SOUARE SOFT SOUARE SOFT PIIRI ISHFR**

24 MEG CART **FORMAT**

OF PLAYERS

DIFFICULTY INTERMEDIATE

AVAILABLE -NOVEMBER



K. LeeEvermore is my pick
for SNES action/RPG. of the year.



Here's a short cut to get to the vul-cano boss: go through the left tube.



...then, turn left at the second water junction.



...now, go up left then down.



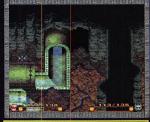
"keep on going straight down..



and you will fall in this hole.



step on the secret switch..



...and voila, the door to the boss will be opened.



Go through the right tube, and don't veer off of the main path.

The Secret of Evermore marks an impressive first effort for SquareSoft's fledgling "US-1" pro-gramming staff. This action/RPG combines a great storyline, a well designed command inter-

face, good sound and music and a sublime combination of

face, good sound and music and a suprime community face, good sound and music and a suprime community face, good sound and music and a suprime community face, good sound and suprime and dialogue. The more I played SOE, the more I became immersed in the game's plot twists, sub-plots and character developments. Secret of Evermore is a game that makes one feel involved in the story, instead of just being along for the ride. I didn't like SOE's corny references to fictional B-rate movies (i.e. Now I know how "Dandy"

i.e.: Now I know how "Dandy"
Don Carlisle felt in "Sink, Boat,
Sink") but other than that, the

dialogue is well written.
Similar to Secret of Mana, SOE uses rotating rings for all commands. All the spells, are assession. armor and weapons are accessible via their own respective rings. Although this command interface can be confusing at first, it becomes second nature the more you play the game. This arrangement also makes it quick and easy to access the item or information you need. It's a great system.

is usually in the play-ing and Secret of Evermore plays very well. Similar to Mana, SOE has a percentage attack bar that can also be

In games, the proof

charged up past 100% for an extra super-charged hit. This can be particularly useful against bosses. SOE's bosses are huge, well-designed and usually hard to defeat, so any attack advantage you can get comes in very handy.

I classify the sound and music in Secret of Evermore as good, but not great. In certain parts of the game, you'll hear crickets chirping and various ambient sound effects in the background, while in other sections, only music is used. Although the results are impressive, I still prefer the sound in Secret of Mana and Final Fantasy III.

The graphics in SOE blend SGI images with traditional art so well that sometimes it's hard to tell what is what. The

so well that sometimes it's hard to tell what is what. The animation is smooth and the locales are huge and well designed. The overall look is clean and detailed, but it's clearly not up to the high standards of Square's latest Japanese RPG offerings: Seiken Densetsu 3 (Mana 2) and

Romancing Saga 3.

As impressive as Secret of Evermore is, what's even more impressive is that this is probably just a small taste of bigger and better things in the future. SquareSoft's US-1 development staff has not only produced (in their first try, no less) a game that is truly worthy of the SquareSoft legacy, but one that I also consider the SNES Action/RPG game

of the year. - K.LEE























The Slam Master Mayor himself, Mike Haggar, returns in Final Fight III to save Metro City from a new type of gang. With the destruction of the Mad Gear gang, the Skull Cross Gang quickly rises to power and has its sights set on owning Metro City. To deal with the Skull Cross, Haggar calls upon his old friend Guy and two new allies, Lucia and Dean. Lucia is a tough girl who has the same Whirlwind Kick as Chun Li, while Dean is like a bionic Guile, using electricity and cheap grab attacks.

Among the new features of this game are the ability to take multiple paths and also to break more background objects. I found that the multiple paths option was only slightly different from taking the normal route and offered no other reward except for the different backgrounds you fought in. The ability to break more background objects adds diversity, but loses its appeal when you see how badly the destruction is animated.

Other new features include a two-player game where the computer acts as your partner, and the incorporation of "special" and "super" attacks. These attacks are like those found in the Street Fighter and Darkstalker series. Special attacks are done by a series of controller motions, and can be performed once your super meter is fully charged. Truly skilled players will learn to do combos that incorporate the super and special attacks which, if done correctly, can take off up to three quarters of an opponent's life.









Even with all its "new" features, Final Fight III still lags behind other games like the Streets of Rage series. For example, every character only has one or two special moves, while Streets of Rage characters have up to four. There are never more than six characters on screen in Final Fight III, which makes the game very easy to beat. Streets of Rage had up to eight which made the game a lot more challenging and fun for two players.

Final Fight III isn't even visually impressive. Most of the characters are small and poorly animated and the backgrounds are quite a let down. It's a shame that Capcom did-

n't include cameo appearances from other Capcom characters, like they did in Final Fight II. Oh, and yes, the game does slow down when and if you can get more than five characters on screen.

When Final Fight first hit the arcades almost a decade ago, it sparked countless imitations. But the industry has since progressed beyond the standard walk and punch design. To appease today's players, such a title would need some sort of innovation and Final Fight III offers none.

FF3 can only be recommended for fans of the original who are dying to play as either Guy or Haggar. If a tough and fun beat 'em up is what you're looking for, you'll still need to look up Axel, Blaze, and Wolf.

















OF PLAYERS - 1-2

AVAILABLE - NOVEMBER

E. SUZUKI DEJA VU?















Back.

The world's most notorious worm has returned. Earthworm Jim is making his second appearance on the SNES in EWJ2. This game not only pushes the graphic and sound envelopes even further than the first game, but it also features fresh ideas, that warped Shiny sense of humor and, most importantly, it's insanely fun to play. From the millisecond you turn the game on to the moment you set the controller down, EWJ2 is non-stop glee for

If there is one thing David Perry and the entire Shiny crew should have, it's pride in knowing that they produce some of the most distinctive games on the market; this with a mere four titles under their belts. The ideas and concepts utilized in EWJ2 are so novel and executed so well that the play mechanics, obstacles and events you encounter in just one level of Jim 2 could sustain an entire game. Of all the levels in this game, the first ("Nothing but Tangerines") has the most traditional (if you can call any aspect of an EWJ game "traditional") "Jim" look and feel to it. Here, you will encounter shotgun-bearing aliens, a motorized chair you must pilot to dodge falling little of ladies and of course, a Pig Chute. In Level 2 ("Lorenzen's Soil") you must create your own level by shooting away the dirt around you, and carving a path as you ascend, only to meet a maggot on a unicy-cle! You'll never play this level the same way twice. There's also an amazingly good isometric shooting level called "The Flyin' King" in which you must bounce a floating bomb to the end of the level and detonate it to send the oh-so snot-laden Major Mucus to his

demise. This is but a small sample of the conceptual brilliance that is EWJ2. I wonder if Shiny can continue to conjure up the same volume of new ideas for their future projects. Their first two games (three if you count the extra levels found in EWJ:SE on the Sega CD)

seem to contain every idea conceivable in an action game. One thing's for sure, I can't wait to see what these guys think up next.

DEVELOPER - SHIINY

PUBLISHER -PLAYMATES

FORMAT - 24 MEG CART.

OF PLAYERS

DIFFICULTY **ADJUSTABLE**

AVAILABLE **OCTOBER**













K. Lee Jim 2 is the funniest game I've ever played in my life

K. NEW W



Plasma Blaster





Bubble Blaster



Plasma Cannon



Big 'Ol Gun



Three Way



If I had a dime for every time I chuckled while playing this game, wealth would be synonymous with K.Lee. There were times that I shook so hard with peals of side-splitting laughter, I thought I would truly die. Take Jim's guns for example... his "homing" gun actually fires little houses that lock on to the enemy target. Another gun fires harmless bubbles, and then there's my tavorite, the big mama plasma gun... I won't ruin it for you, you'll have to see for yourself what this "all-obliterating" bazooka does. In Level 5 ("The Villi People"), Jim takes on the form of a blind cave salamander swimming around in some unknown creature's intestines, blasting everything in sight. Then, out of nowhere, the "Sala-Jim-ster" arrives on the set of a game show to compete for money and fabulous prizes... this game is wacky!

As good as the graphics and sound were in Jim 1, 2 has even better visual and aural excellence. As expected, the animation is as incredible and hilarious as ever. If Saturday morning cartoons were as smooth, I'd watch them every week. EWJ2 once again sets the standard for traditionally drawn background art, with astounding attention to detail. The music is total Jim, ranging from absurdly fruit-ridden polka to familiar Tallarico platformer tunes. What I really love about the sound, however, is the multitude of hilarious samples. Every screech, grunt, cry, smack, crash, and bang in Jim makes it sound as if the Saturn's PCM board was stealthily tucked inside the cartridge. In a project with as much mirth and hilarity as Jim 2, there's a big danger of overstepping the bounds of "amusing" into the dangerous world of corniness. Other than Jim's lame standing jog, this title is genuinely funny

throughout. As the 16-bit era slowly (and stubbornly) draws to an end, it's a blessing that we continue to see great SNES games like *Earthworm Jim 2* when so

many developers are turning solely to 32-bit, which is a true shame...

Programmers are still discovering tricks and new ways to utilize 16-bit. It's too bad that all this is

being realized at a time when 32 and 64-bit systems are in the limelight. I just hope that 32-bit systems reach their full potential before their replacements arrive, and it anyone can do that, it's Shiny.



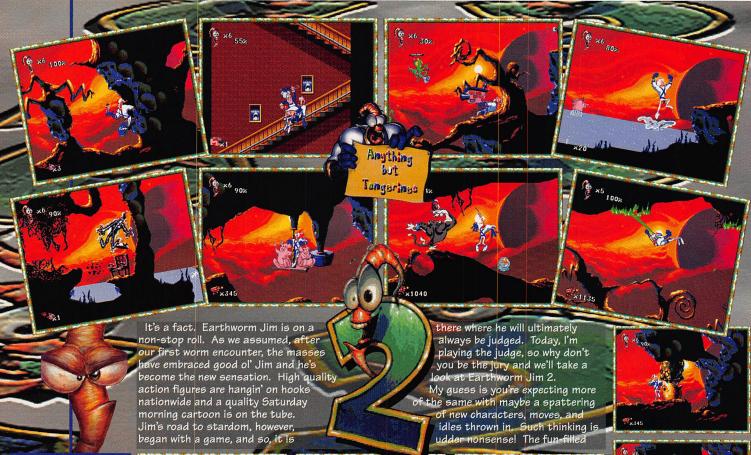




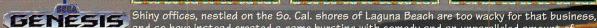












DEVELOPER - SHINY

PUBLISHER - PLAYMATES

FORMAT - 24 MEG CART.

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE







and so have instead created a game bursting with comedy and an unparalleled amount of diversity. Platform frolic you will, but you'll also see and do things I'm quite sure you've never









imagined Case in point, Level One: Anything but Tangerines... So you're hoppin' about usin' Snot for the first time and lovin' it, checkin' out the new gun… yeah, everything feels great. Mid-level you'll need to cross a lil' pond but suddenly, you're stopped dead in your tracks by Bob and #4 How will you appease them? Easy! Just grab one of those snortin pigs, drop him on the old slide, and no worries, they're handled. As you journey on, you'll recall the motorized stair chair the old bag used in Gremlins that eventually vaulted her into pain's way. Why? Well, because you get to ride one while dodging, you got it, plummeting old ladies! Catch one and she'll smash you with her parasol, "FRESH!" After this madness you're nowhere near done and extremely intrigued. How 'bout a gun so big and bad it annihilates everything in sight and knocks Jim on his butt (does Jim have a butt?), and then of course, more pigs. After the hilarious level finale, just as you begin to anticipate Level 2, say hello to a couple of talking cows. Please don't hit the button, they just want to tell you what a fine job you've done. And so begins Jim 2.

From there, Jim's off to carve his own level out of Lorenzen's Soil (talk to me about red ants and babies, would ya), juggle soft lil' puppies that splatter ever so gently when missed in three levels of Puppy Love, become a Blind Cave Salamander, push a bomb through an isometric shooter (a really good one), avoiding flyin' cows, inflate his head and try to avoid Evil's deadly spit wads, hoist and carry cows into barns (in constant danger of alien abduction), some of which have lit fuses, experience a lawyer's nightmare brought to life in Iso 9000 (DP loves attorneys), and believe it or 📊 not, traverse a level made of forks (yes, the kind you eat with) amongst a barbecue

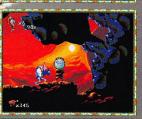












OOOH, A FATALITY







plex jumps.

Each level has 3 different parts (which you choose the order of), and span a wide variety of movie-themed sets, from ghost-infested Haunted

Houses to Indiana Jones type mine-cart adventures. Like the original, the priority is not so much fast action as it is tracking down a percentage of the Spots lost in each stage, and then making it out alive. And despite Spot's cute little idles (I love the cellular phone) and vocal effects, this game is quite difficult. A password feature helps, but since it remembers how many lives you had when you requested the password, you'll still have to use it wisely.

how many lives you had when you requested the password, you'll still have to use it wisely.

With an original perspective that is in many ways an improvement on Sega's legendary Landstalker, Spot Goes to Hollywood proves that the Genesis still has some new tricks up its sleeve. Still, it's hard to get excited about the 16-bit Spots when the 32-bit versions are right around the corner. Then again, the Nomad paints an entirely new picture, doesn't it? Spot Goes to Hollywood is definitely a title to keep your eye or.



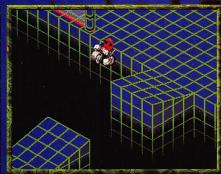
left, etc.), you'll find you

no lems

have prob-judg-



















DEVELOPER - SCRUPTURED

PUBLISHER - ACCLAIM

FORMAT - 24 MEG CART

OF PLAYERS - 1-2

DIFFICULTY - MEDIUM

AVAILABLE - OCTOBER

Get set for Wrestlemania! Following up on the hit arcade title of the same name, WWF Wrestlemania brings arcade grappling insanity to your Genesis. In Wrestlemania, you choose from eight exciting combatants and quest for the WWF Intercontinental Title or the more coveted WWF World Championship. Fans of the arcade game will be thrilled to know that all of the features that made the arcade game a smash are here. There's the

arcade game a smash are here. There's the full host of normal moves, and the same combo system and super moves, which when performed seal an opponent's fate. You can hook 'em up with the CPU or go toe-to-toe with a friend (the same character vs. same character feature made it in there, too!). It's all in here, with a minimal loss of color, and sprite size. The music is very good for a Genesis cart and the action is full of speech (Vince McMahon blabs on as usual). You even hear the same sampled nasty grunts

even hear the same sampled nasty grunts and crunches found in the coin-op.

WWF Wrestlemania on the PS and Williams' proprietary arcade hardware features some of the best digitized graphics ever. They're represented well here, given the system's limitations, and allow the original feel of the game to come through. Admittedly however, having the PS and 32X versions at arm's length made it hard to play the 16-bitter.

Even if you don't care for real pro-wrestling (is that an oxymoron?), you shouldn't over-

(is that an oxymoron?), you shouldn't overlook Williams' latest. WWFW is
as much a fighter as a wrestler
and therefore palatable to a wider
variety of player. To say the least,
this is the best wrestling game
available for the Genesis and if
it's any consolation, this version
buries the SNES game in every
category. Believe it or not category. Believe it or not, Yokozuna and Bam Bam Bigelow didn't even make it into the SNES

I now prefer my wrestling games have things like combo systems and clowns, cause' hey, it's what America is watching!



GENESIS... THE T BEST THING TO ARCADE VERSION!







The big difference between the two is graphic detail and in the WWF Championship Title Fight mode .notice the number of opponents.







































DEVELOPER - SEGA INT. PUBLISHER - SEGA

FORMAT - 16 MEG CART.

OF PLAYERS - 1

DIFFICULTY - ADVANCED

AVAILABLE - NOVEMBER



TAKAHARA MY GARFIELD PHONE BROKE.











Just in time to eat his way on to the Nomad, here's that famous fat cat of yesteryear, Garfield. Much to my surprise (one would expect pure kiddy fare here), Garfield is actually a pretty serious platformer. If anything, it's definitely not the entry level difficulty game that you would expect, given the age group that may flock to it. The first boss in fact, is as tedious and difficult as ever a first boss has been. We intended to review Garfield this month, but given the time it may take to completely dissect (time is tight in these insane months), we'll have to put it off until next month. If it's released in the meantime, buyer beware, I see a wolf in sheep's clothing. -Takahara

PREVIEW











DEVELOPER - ADRENALIN PUBLISHER - PLAYMATES FORMAT - 16 MEG CART.

OF PLAYERS - 1 - 2

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



TAKAHARA THEY'VE BEEN BUSY OVER AT PLAYMATES.







Now that the Nomad's coming out, 16-bit's taken on a whole new look. I thought I'd be saying good-bye to my beloved 16-bit titles but more seem to just keep coming. Lucky for me, because so far 32-bit is merely a pile of 3-D, something I can live without. Playmates' latest offering is a dandy little two player platform shooter in the vein of Midnite Resistance. Based on the popular TV cartoon "Mutant



Chronicles," this formidable game features rendered characters, two player action, and a generous dose of platforming. There's even some spurting goo for those of you who like it messy. The music leaves something to be desired, but otherwise this looks like a game worthy of your attention. We'll have a review in the December issue. -Takahara









DEVELOPER - EUROCOM

PUBLISHER - PLAYMATES

FORMAT - 4 MEG CART.

OF PLAYERS - 1

DIFFICULTY - MEDIUM

AVAILABLE - TBA









Groovy!
Get set for the first wave of Shiny on the go! The new GG version of EWJ delivers much of the the same excitement found in the 16-bit games. Thankfully, little was changed in the conversion from console to portable. You'll find that the gameplay is almost exactly the same (but, of course, things can get a little tricky with the Game Gear's testy controls).

There are some small (yet nauging)

There are some small (yet nagging) problems with the graphics (i.e. a deficit in the scrolling department), but I'd say that the overall visual caliber of this game very, very high. Despite the small screen, the characters are all drawn very well, brought to life by some of the best animation I've ever seen on the game Gear. Even the vivid death sequences are incredibly well drawn and animated. However, the graphic highlight of this game is the awesome 3-D "Andy Asteroids" stage,

reproduced with great attention to realism.

EWJ's second main strongpoint is its aural power. The tunes in EWJ comprise the best music I've ever heard the Game Gear produce! The original scores are all there, and amazingly enough.

scores are all there, and amazingly enough, the only are the booming reports and voice samples.

You have to pick this game up if you're a Game Gear-owning Jim fan. It's probably going to be one of the last great Game Gear games. Just think: next month we'll be playing Earthworm Jim 2 on the Nomad! Life on the go just keeps gettin' better. -The Stalker









GAME BOY

DEVELOPER - EUROCOM

PUBLISHER -**PLAYMATES**

FORMAT - 4 MEG CART

OF PLAYERS

DIFFICULTY -MEDIUM

AVAILABLE - TBA



It seems these days people just can't get enough of Earthworm Jim. He's landed himself a spot in the Saturday morn-

ed himself a spot in the Saturday morning cartoon lineup, a killer toy line, and has successfully delievered his zany antics in a soon-to-be-released sequal to the oh-so-cool EWJ for the Genesis and Super Nes. But Jim fans... there's more. Slap me around and call me Susan, it's Jim on the Gameboy!

First off, let me say that this is in no way some lame half-baked translation. It plays and feels every bit like the Genesis and Super Nes versions, although at times the control does seem a little stiff. True, it might not carry the same visual appeal as its older brothers but remember we are





talking about the Gameboy (nothing personal, guys at the big

All the ultra-cool stages have been done to near perfection, including Jim's high paced race against Psycrow in the space warp and who could forget booger bungee-jumping with Major Mucus. And all this excitement on the Gameboy! Who'd've thunk it?

Remember gamers, October means portable power with Earthworm Jim on the Gameboy and Gamegear.

-Jace Fury









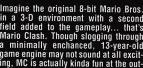


Mario Smash was the first Virtual Boy game I ever experienced and to this



game I ever experienced and to this day can hold my attention for hours. The three dimensional effect is carried out extremely well, allowing you to perfectly time throws back and forth across the two planes. MC is big on both platform action and strategy, and its stationary playfield provides a good stomping ground for first time users. MS's only drawback is diversity as there are only minor changes throughout the game.

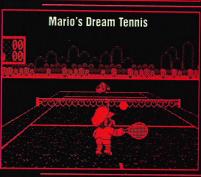






Imagine the original 8-bit Mario Bros. in a 3-D environment with a second field added to the gameplay... that's Mario Clash. Though slogging through a minimally enchanced, 13-year-old game engine may not sound at all exciting, MC is actually kinda tun at the outset, but gradually gets more and more tedious as you progress- scenery changes rarely and new play mechanics and/or play situations are almost nonexistant. When the newly-retitled Warrioland VB is released, Clash will seem like a joke... that's the platformer to look out for.





While not a particularly loaded Tennis game when it comes to options (it's strictly one player action) Mario's Tennis is a great playing and fantastic looking game. The environments are simply a joy to play on and the control is dead on. Anyone can pick up this tennis game and instantly dial in the controls. I'll tell you one thing, once you've played tennis in 3D it's hard to imagine playing any other way. Now bring on a game with actual players!



l've never been a fan of any type of sports game, but this game truly held my attention and was... well, uh... fun. Really fun, in fact. The actiony feel and ultra-simple play controls suited me perfectly, and the line-scrolling courts are truly a thing of beauty - playing games in 3-D is gonna be pure joy. If Mario's Tennis had a link-up option, it could easily be the best VB game so far. Even so, Red Alarm just barely beats it... what a pack-in!



actual players!





Oh yah, here's the one game you just gotta' have. It would be enough just having an average shooter to go along with these stunning 3D vector graphics, but instead you get a great shooter complete with varying terrain, huge twisting levels, and entire rooms to slay boss-

G C P M O 8



For me, the one and only reason to buy a Virtual Boy so far is Red Alarm. This is literally one of the best games I've ever played... and it's not only a lauch title... it's by T&E Soft! How did T&E, one of the most hurtin' developers on the face of the planet, get the power to create this masterpiece? No matter - you'll forget all about where the game came from (and quite possibly everything else around you, for that matter) when you begin to play it. The actual gameplay is very StarFox, but you can turn around and go back, stop, or I'ly in reverse... all in gorgeous 3-D vector environments. If there is one fault with Red Alarn, it's that the difficulty is set way too high... but hey, there's always easy mode, right?



es. Three camera angles plus great voice and bym combine to equal 3D shooting power. Imagine a textured game in a similar vein. You did buy one of these, right? G C P M O 90





Telero boxer... now here's a game I can live without. Fans of Punch-out may be mildly amused by the similar style action and OK 3D, but this is not what I'm look-

ed for the VB



In my opinion, Teleroboxer is the second-worst of the VB launch titles behind Galactic Pinball. Technically the game is rather impressive, with these huge, multi-jointed robotic 3-D dudes smacking your eyes with their non-pixelly scaling fists, but the con-



ing for in a virtual experience. The complicated controls coupled with the insane pace made me nuts. A VF style game in 3D is need-

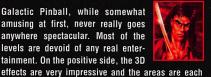
trol and game design is a step beyond pain. Even if you have the year or so time it requires to get used to the double-pad control, or if you're a Nintendo boxing game freak like Kid Fan, the game proceeds at such a breakneck speed as to make actual playing impossible. I dunno... maybe l just suck at games.







Galactic Pinball, while somewhat amusing at first, never really goes anywhere spectacular. Most of the levels are devoid of any real entertainment. On the positive side, the 3D



enjoy the EXTREMELY rare Devil's Crush) and even in true 3-D it does absolutely nothing for me. The designers attempted to create some

I don't like pinball, (though I may



gameplay that justifies a three-dimensional environment, like bonus stages in which you have to destroy incoming asteroids, but on the whole, I recommend strongly that you do not go anywhere near Galactic Pinball



very creative but more "stuff" is needed to make pin-

ball an event. I suppose if you love pinball you'll





gend

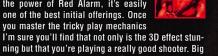
mechanics

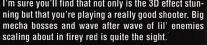
Here's another most own game. Vertical Force takes some getting used to with its multi level game play

(you ascend and descend constantly)but once you do, you'll be hooked.
Welcome to parallax heaven. This is
as original a shooter I've seen in many moons. While
it's hard it's not impossible. Learning how to deal
with everything in 3D is half the fun here, the great
graphics and music is the other half. Do not miss this
one!















Quick, name the last really good fighting game developed by a tiny development company with no money or fighting game experience. Can't think of any? Yeah, me neither. So I don't blame you for being suspicious about Zero Divide. But tiny little Zoom evidently doesn't need a lot of cash or experience.

rience to create the best original home 3-D fight-ing game yet. Zero Divide is a testament to the ingenuity of its programmers and the power of the PlayStation.

While some people might be turned off by the Virtua Fighter rip-off play mechanics (basic moves are nearly identical to Virtua Fighter motions, but the combos do get far more advanced in Zero Divide), people who can get over the existence of a block button will love the tight control. Unlike past PlayStation fighting games, the mostly-tapping motions are easily executable on the PlayStation's cliff controller, and cutable on the PlayStation's stiff controller, and the amount of moves and combos per character is

excellent. A few new concepts have been added in, such as juggling and...

excellent. A few new concepts have been added in, such as jugging and well, not much else.

But, while it lacks original play mechanics,
Zero Divide has a mood like no other.
Brilliantly texture-mapped and Gouraud-shaded characters fill the screen (two Taus are too hig to even fit on the screen!), and they animate beautifully. The characters themselves are great, ranging from a standard Akiraesque hero, Zero, to Tau, a giant 4-legged scorpion, encompassing a wide variety of abilities and fighting styles. Even more impressive are the backgrounds; from a dinosaur-infested Hollywood, to a floating platform surrounded by the grey carcasses of fallen mechs, whales, and air-



planes. Zero Divide's insane, random mood is an invigorating change of pace. In what other game can you do anything even close to fighting a pink and purple, drill-based life form in front of huge, distorted circuit boards?

There's even a cool storyline (and hey, isn't that why we play fighting games?). You see, a mysterious figure has called together the

that why we play fighting games?). You see, a mysterious figure has called together the world's greatest fighters to compete to see who's the world champion! No, ha ha, just kidding. Zero Divide actually has a new story. It's the near future, and the entire world is hooked up to international public computer networks. One day, a mysterious new data library called "XTAL Tower" appeared on the network, and contained within was said to be all of the national security secrets of all the world's superpowers. The information will go public in a few days, the hackers responsible claimed. A few days later, to the surprise of the world, the representatives of the affected nations were sent invitations to play a little game in XTAL Tower, to try to stop the release of their secrets. And so into XTAL Tower you go...

It's not just an original storyline, it's actually deeply woven into the game. The ultra-annoying voice of XTAL himself greets you when you begin the game and taunts you throughout, and if you beat the game but fail to make it to XTAL, your ending reward is an authentic-sounding hacker ethics speech about why information must be free.

Very cool stuff.

Continued on next page

Continued on next page Very cool stuff.



PlayStation

IFFICULTY: VARIA



TAKUHI

The best original home 3-D fighting game













used, and if there's any little trick to beating computer-controlled foes easily, it's escaped me so far. With this ultra-solid programming in place, the game manages to be very challenging without being overly frustrating— a perfect combination. Excepting musicians, this game was done by a total of SIX people, by a company who's never even done a fighting game before, much less a 3-D game. Their accomplishment is astounding, pulling them from the vast sea of countless, unnoticed tiny third-party companies, and propelling them into the big leagues. All that's keeping them from being in Namco, Sega, SNK and Capcom's league is a lack of an original gameplay concept. If they can get that last key element in their next title... I shudder at the thought.







PLAY AS ZULU!



To play as the boss Zulu, simply beat the game with every character. The easiest way to do this is to set the difficulty to Easy and the timer on 30, hit the enemy once, and run away until the clock runs out. After beating the game with each charac-

ter, you'll hear XTAL say "Wow!" You can now play as Zulu, a character very similar to Zero. Oh... don't forget to save your accomplishment to the memory card!





-multiple-colors

To select multiple colors for any character, beat the game. Now, hold down Select in combination with directions on the pad and any of the eight buttons to select a total of 16 colors per character! Pictured below is a mere eight of Zero's palettes. Eight of the sixteen choices alter the entire body model of the character, not just the color... experiment!









SEGA SATURN

DEVELOPER -HUMAN

PUBLISHER - HUMAN

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - MEDIUM

AVAILABLE - NOW JAPAN

Such hyper Piledrivers! wrestling excitement can only be the work of one company: Human Entertainment. Human, as you may recall, was responsible for the classic Fire Pro Wrestling series of rasslin' titles

on the Super Famicom. They just recently published a Fire Pro Special and a Women's Fire Pro Special, both on the SFC. Sadly, none of the many Fire Pro titles made it over to the states. Now, the masters of mayhem have finally stepped into the 32-bit squared circle.

Taking nothing away from the awesome Super Famicom versions.

Fire Pro Gaiden features some off the best graphics ever seen in a home wrestling game. Each character's trademark finishing move is shown from an extreme close-up view for maximum effect. The characters are bright and detailed and the intermissions are of arcade caliber. FPG:BT's music and voice is redbook audio, hence, can't be beat.

Fire Pro Gaiden: Blazing Tornado is the first Fire Pro game to feature truly high-quality graphics and sound, but the basic, no-frills feel of the original SFC games comes right on through the Saturn without a problem. You lock up, try to overpower your opponent, and then do some-thing nasty to him. You can test yourself in an all-out You can test yourself in an all-out endurence match against an onslaught of different opponents, compete with the CPU or a friend in a 4-on-4 elimination match, or just set your sights on capturing the HWF [Heroic Wrestling Federation] Heavyweight Championship.

Body slams, clotheslines, knee drops and lariats are all in here, as are all of the other traditional wrestling moves. However, in true Fire Pro fashion, you also have a wide array of deadly and exotic moves at your disposal. These moves take a bit more skill to perform, and they usually require that the wrestler doing them has much more energy than his opponent. Some of the coolest of these special moves are the Frankensteiner (named after its inventor, Scott Steiner), the Moon Sault Press (perfected by the aerial greats like Tiger Mask and The Great Muta), and the horrifiyingly brutal Thunder-Fire Powerbomb, mastered by the great Atsushi Onita. Never before has a wrestling game featured such depth and such a well-researched host of moves. In a fur-ther stroke of genius, Human added a feature allowing you to reach into the crowd for folding chairs, bottles and even ringside tables! All of these items can be used repeatedly

on your opponent with devastating results.

Of course, buying the rights to the names of every major wrestling federation's trademark stars and their moves would cost an astronomical amount, so Human improvises a bit,

just stretching the rules of copyright. Instead of using actual wrestlers and their copyrighted "special" moves, all Fire Pro games feature made up wrestlers with extreme likenesses to certain real wrestlers, while sporting differently-named (yet perfectly identical) special moves. All's fair in love, war

and wrestling, I suppose.

Wrestling fans will adore Fire Pro Gaiden, (should it make it's way stateside) while wrestling mutants (such as myself) will simply have to lock themselves away for weeks with nothing but food, water and this game. It's the best high-end game of its genre, at least until New Japan Pro Wrestling hits the PlayStation.

I'll be sure to keep you posted...

-The Stalker



THE STALKER
Antonio Inoki himself
couldn't have
made a better
wrestling game.













































After Taito's last shooting excursion in pain, Zeitgeist, I was not expecting Layer Section to be this good. Despite the somewhat pornographic title, LS (A translation of the Japan-only arcade shooter Ray Force) is almost exactly what I expected of a 2-D shooter taken to the next level... powerful 32-bit effects, much parallax, and plain ol'shootin' tastiness.

Raiden Project-like letterboxed mode and full-screen mode, in which you have to set your TV on its side to play normally. You can flip your controls to play Layer Section as a side-scroller, but this can get confusing, especially if you're used to playing it upright.

The effects in Layer Section are certainly beautiful, but



SEGA SATURN

DEVELOPER - TAITO

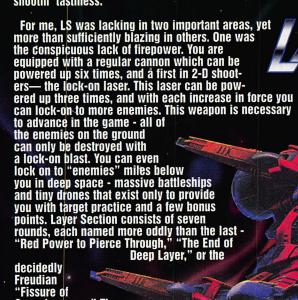
PUBLISHER -TAITO

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - NOW JAPAN





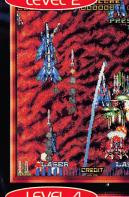


NICK ROX HIGH POWERED 2-D SHOOTING COMES TO THE SATURN.

























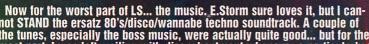








nothing a Saturn owner hasn't seen before. The Clockwork Knight games'
"2.5-D" is far more impressive than the line-scrolling and pseudo-3-D towers, skyscrapers and elevator shafts in LS, but the original arcade game is indeed a year old. You'll find up to five layers of parallax, transparent clouds, rippling lakes and floating islands that crash to the ground far below if you destroy the cables that anchor them. Oddly, some of the parallax in Section was rather pixelly, as if it had been scaled in... at the very least you expect it to do SOMETHING— but no, it just... well, behaves like parallax. Odd. Don't get me wrong, the game is so gorgeous that you simply can't take it all in if you're playing. You have to watch it being played to fully appreciate the mastery of Taito's artists... you don't just scroll up, you go cavorting throughout space, whirlin' and ducking through small holes in a gigantic steel lattice, quickly jaunting through a line-scrolling asteroid populated by a massive, multi-sectioned R-Type-style battleship, at which point you'll fight a boss with rapidly scaling transparent galaxies flying up at the screen... and all this in the first level. Another supremely cool feature of Layer Section is the transitions between stages - there are no breaks. You'll scale all the way down to a planet surface, break through the clouds, descend into a massive canyon, and enter an underground city... all with no black screen, "Now Loading" or anything to annoy. nothing a Saturn owner hasn't seen before. The Clockwork Knight games'



Now for the worst part of LS... the music, E.Storm sure loves it, but I cannot STAND the ersatz 80's/disco/wannabe techno soundtrack. A couple of the tunes, especially the boss music, were actually quite good... but for the most part, I was left wailing with disenchantment whenever a particularly grating refrain popped up. It's odd - Taito's sound team Zuntata used to be amazing. Remember Ninja Warriors? Now THAT was music... The sound effects, on the other hand, were quite good, including a "female" computer announcing power-ups and extremely meaty explosions.

No Saturn owner should be without Layer Section. Hopefully Taito will bring it out here - it is a testament to the system's 2-D magnificence and is an excellent, nostalgic return to the glory days of shooting. My only gripes were the aforementioned lack of weapons and the music, as well as the extremely mysterious fact that the Saturn Mode features LESS effects, like line-scrolling and less parallax, than the Arcade Mode. I suppose Taito got lazy, as I'm sure the game had to literally be programmed twice— once for each mode. A bomb would have helped as well... as would a few more continues. Still, you cannot go wrong with Taito's latest home product... I now wait anxiously for Darius Gaiden. - Nick Rox













Here's the latest from Japan!





GOLDEN AXE: THE DUEL I'll review it next month.



GUARDIAN HEROES

It looks like Treasure will once again, set the standard in the action game category. In GH you jump in & out of 3-deep side scrolling playfields. The scaling is insane and the bosses... massive! Action-role playing never looked so good! Guardian Heroes is due out in Japan later this year. I'm sure SOA will follow with a U.S. release soon after.





















VIRTUA FIGHTER 2 Besides having to use parallax in place of the 3-D BG's, VF2 looks incredible! (release: Dec. US&Jpn.)





X-MEN

Capcom's X-Men comes to the Saturn (in Japan) this fall. l'm expecting a perfect transla-tion. Read all about it, next issue.





STEAMGEAR MASH

In Takara's SGM you'll fly, swim, and blast your way through six levels of iso-bliss, all with amazing rendered sprites! I'll review SGM next issue!



TOSHINDEN

I don't know if it's such a good idea releasing Toshinden on the Saturn. But I'm glad they are! Now Saturn users will get a shot at the 3-D fighter that started it all! As you can see, they've got a way to go, as the detail looks nowhere near the level of the PlayStation's. The shots pictured here are way early, so we'll just have to wait and see. The Saturn version will also feature one new character, Cupido.

















Nick Rox & Takuhi's

Platform: SFC Release Date: 11/11

Romancing Sa•Ga 3

Publisher: Square Developer: Square

One of the greatest travesties of our generation was that no one ever even tried to translate and release Square's brilliant *Romancing Sa*Ga* series. Second only to the *Final Fantasy* series in Japanese Square fans' eyes. Each game in the *Romancing Saga* series has allowed players to start *Final Fantasy*-esque quests with one of 8 characters scattered throughout the game's world. New to *RomaSaga 3* are the ability to change classes, the option to teach techniques between party members, and battles with a party of 5 fighting at once. - Takuhi







Platform: SFC Release Date: 10/6

Tactics Ogre

Publisher: Quest Developer: Quest

Tactics Ogre was originally planned to be the first isometric strategy game on the Super Famicom, but a rash of bad luck (culminating with the death of the game's producer) delayed it nearly two years. Though it's lost the honor of being first to Front Mission, Tactics Ogre is still looking revolutionary, with cool fantasy settings, lots of options, and a wide variety of characters. - Takuhi,







Platform: SFC Release Date: '95

Tales of Phantasia

Publisher: Namco Developer: Namco

Namco's upcoming RPG Tales of Phantasia will turn out to be the largest 16-bit game ever made, clocking in at an insane 48-megs. Why? Because 16-meg alone of ToP is voice! There's a voice for each character during battles and key story scenes... as well as a THEME SONG. Yes, an entire theme song... not a 10-second *Claylighters* snippet, but a full-length theme. ToP also features gorgeously detailed graphics and character designs by a top manga artist. We'll have more on *Phantasia* as it develops. - Nick Rox







Platform: SFC

Release Date: '95

Bakumatsu Korinden Oni

Publisher: Banpresto Developer: Banpresto

The sixth game in the *Oni* series (the first five were on GameBoy, strangely enough, and last year's *Kijin Korinden Oni* hurt BAD) is a graphially astounding 32meg SuFami cart due out before year's end. Featuring a heavily Japanese-y (Heck, the hero's named Yamatomaru!) storyline and a unique battle system, BKO looks to be one of the few non-Enix or Square RPG's worth looking into. We'll have a review on Oni as soon as the game's available. - Nick Rox







Platform: SFC

Release Date: 12/9

Dragon Quest VI

Developer: Enix The game that could easily be the greatest RPG ever made, the mighty 32-meg Dragon Quest VI: The Illusionary Lands, finally has a release date... December 9th. As always, the staff includes the literary master Yuji Horii, the brilliant classical composer Koichi Sugiyam and the god of manga, Akira Toriyama. No details on storyline have been released, but we do know that DQVI is the last game in the "Celestial" trilogy and will utilize DQIII's class-change system. We'll have a review on DQVI as soon as it's released and, hopefully, into on an American release next month! - Nick Rox







Publisher: Enix

Platform: SFC

Release Date: 10/20

The Creation of Heaven & Earth Developer: Quintet

The incredibly powerful force behind such SNES masterpieces as Actraiser, SoulBlazer and Illusion of Gaia, Quintet, are back with a 32-meg Action RPG called Tenchi Sozo, or The Creation of Heaven & Earth. Featuring much CG power, neverbefore-seen fractal, polygonal, and double Mode 7 effects, this time-travelling tale of the planet's birth is due out in October; we'll have a review in our January issue, - Nick Rox







Release Date: 11/95

Gun Hazard

Publisher: Square Developer: Omiva

Coming out a mere nine months after its predecessor, Front Mission, Gun Hazard is a 24-meg action/simulation/RPG from Square, due in late November. Taking place in the same timeframe as Front Mission but having little storyline connection, Gun Hazard will combine Cybernator-style mech action combat with an RPG's depth, items, shops and storyline and a strategy game's unit placement and isometric maps. - Nick Rox







Platform: SFC Release Date: 12/95

Tengai Makyo Zero

Publisher: Hudson Developer: Red

The Tengal Makyo series has always been known (well, in Japan, at least) for long quests, good storylines, and great music and intermissions. But what's far more interesting in this surami prequel to the PC Engine series is the hardware contained within the cartridge. In addition to the up-to-100-meg board created specifically for this game, there's a CLOCK, synchronized to real time. This clock controls the passage of seasons, the cycle of night and day, and other annual events in the game world, EVEN AFTER THE GAME IS TURNED OFF. For example, some towns in the game have festivals only once a year, and if you're not playing just then, you'll miss it. A possibly very cool, but definitely insane concept. - Takuhi







Platform: Saturn Release Date: 3/96

Aver's Adventure

Publisher: Game Studio Developer: Game Studio

A stunning-looking combination of polygon and conventionally-drawn graphics could make Ayer's A standing tooking command of the polygin and contrehensing in arth of applies come make type a Adventure the best 3-0 perspective RPG yet. You and your party travel through the dragon-infested dungeons of medieval England (uh-huh...), casting spells and doing all sorts of other RPG stuff. Instead of blocking the full screen, perspective-shifting battle environments with menus, you must remember your commands and deliver them via the controller. For instance, A is





attack, B is block and C is magic. With character designs by The Five Star Storic Mamoru Nagano, you know Ayer's Adventure will kick butt. By the way, these screens - Takuhi

Platform: Saturn Release Date: '95

Dragon Force

Publisher: Sega Developer: Sega

Platform: Saturn Release Date: 12/95

Dark Savior

Publisher: Sega Developer: Climax

Choose your main character from eight different heroes, and then build an army of over one hundred characters to go to war for your hero's homeland. You can buy items, learn special techniques, and then fight actual, graphically displayed 100-on-100 battles replete with line-scrolling backgrounds. Incredible





battle visuals and the huge amount of characters will make this Sega's big yearend strategy/RPG title. - Takuhi

Nowadays, you just can't sell a company on a game without at least one "new system," usually written in very fruity English. Climax's futuristic fantasy-based (kind of like *Shadowrun*, but weirder) *Landstalker* follow-up has not one but three wacky new systems. First, we have the Hyperion Perspective System, which means it's, well, like *Landstalker*. Second, the Parallel Scenario System, which means it's non-linear and has many different paths and end-



ings. Finally, there's the Bounty Capture System, which you can use to transform into the monsters you capture along your quest. Best of all, it's only 2 months away!

- Takuhi

Platform: Saturn Release Date: '96

Legend of Thor Many felt last year's Story of Thor/Beyond Oasis lacked the power to be considered a 16-bit

Sega classic, but I loved it. All it needed was a longer quest, more elementals and better music, and that's just what it's getting! ...Well, I dunno about the music, but LoT adds two new elemen-

tals: Brass and Aerle. Brass is a metal-plated attack condor, and Aerle is the elemental of Wind.

These join Efreet, the spirit of fire, Dytto, the spirit of water, Shade, the shadow elemental, and

Publisher: Sega **Developer: Ancient** Platform: Saturn/PS Release Date: 11/95

Publisher: Yanoman Developer: Max

Feda is basically the same game as the Super Famicom strategy/RPG released late last year, but has been spruced up with all sorts of 32-bittedness. In addition to arranged music and new, voice-acted intros and intermissions, you also have two new characters, a clearer storyline, and faster-paced battles. Especially considering that nobody ever played the Super Famicom game on this side of the Pacific, Shining Force fans should give Feda a chance. - Takuhi





the plant spirit Bau. It remains to be seen how the new elementals will be used in gameplay. Thor doesn't come out until next year, but we'll have more ASAP! - Nick Rox







Platform: PlayStation Release Date: '95

Beyond the Beyond

Publisher: SCE Developer: Camelot

The PlayStation branch of Sonic Software Planning, Camelot, is currently finishing up the first true RPG for the PlayStation. With plenty o' *Clockwork Knight*-style "2.5-b," character designs by the creator of the popular manga "Papua of the South Seas" and unbelievable battle sequences, *BeyoBeyo* is guaranteed to be awesome. *Beyond the Beyond* also has three "new systems," the "Vitality Point System," the "Active Play System" and the "Reality Battle System," in accordance with the unwritten law of Japanese hit RPG's. - Nick Rox







Platform: PlayStation Release Date: '95

Suikoden

Publisher: Konami Developer: Konami

Genso's been pushed back so many times! For about a week there, it was supposed to come out in September. Alas, it was pushed back to '95/Unknown once again. But hey, I'll let Konami take their time with this one... what other RPG has 108 party members? Yup, that's right... 108 individual characters. Though most fights in GS take place in a polygonal, Breath of Fire-style isometric view, there are stratgeic battles in which you can use all 108 charac-





ters... wacky! We'll keep you updated on this 32-bit force, so keep looking to the pages of GAME-FAN for all the latest RPG news!

- Nick Rox







Japan Now Arcade Update

It's unknown what hardware Namco's new 3-D weapon fighter SE runs on, but I'd have to say the PlayStation-derived System 11 based on the transparencies. We'll have more on this surefire power next month!





Fighting Vipers, Sega's and AM2's first 3-D fighter since VF1 has enclosed rings, breakable armor and in-game









Yes! You heard me right... Megaman is making his CPS2 arcade debut later this year in (Japanese title) Rockman: the Power Battle. In this 2-player simul. title you can choose Protoman, Megaman or newcomer Bass. We'll have more on Megaman soon!

Sega currently has Virtual On, a cross between Cyber Sled and Virtua Fighter, making the rounds at Japanese test sites for release later this year. The first Model 2 game by AM3 since Rally, VO features mech-to-mech combat with much explosive weaponry in 3-D arenas.



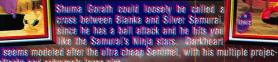


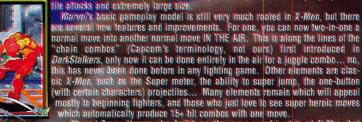












Marvel Super Heroes also builds on the same graphic style of X-Men, but adds more animation trames as well as far richer backgrounds. The new animations are absolutely superb, every bit as good as the old animation (or better). The music wasn'i done at press time, but most everyone's sound effects and voice were in the game. If you liked to hear Cyclops say "Gene

Splice!" you'll just love Captain America's cry of "Stars & Stripes "!" The version of *Warvel Super Heroes* we tested was said to be about The version of *Warver Super Heroes* we tested was said to be about 86% complete, which means that graphics and characters are pretly much final. Hopefully, though, Capcom will balance/tweak this game very well for the final release (better than they did with the last *X-Men*). With awesome new features like Infinity Gem powers and the new air combos, *Warvel Super Heroes* seems destined to follow the same path as *X-Men*.

As Capcom of Japan's slogan so aptly



















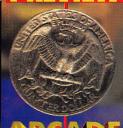












DEVELOPER -CAPCOM

CAPCOM PUBLISHER -

FORMAT - CPS2

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - NOVEMBER















THE INFINITY GEN SYSTEM

Possibly created as a means to incorporate the Infinity Gauntlet's gem storyline into gameplay, the Infinity Gem System allows for power-ups to take place literally in the middle of a round. There are six Infinity Gems which can restore life, grant extra speed, give you armor to absorb damage, make you inflict more damage, and more. Will collecting all six gems turn you into a god? Is this the





SPORTS SERIES

ON-COURT PERSPECTIVE

5-0N-5 ACTION

REBOUND DUNKS

MASSIVE PLAYERS

ALLEY-OOP DUNKS

PLAY-BY-PLAY ANNOUNCER



NO-LOOK PASSES

ARCADE HIT CONVERSION

FADE AWAY J'S

PLAYER STATS

FATIGUE FACTOR

HEAD FAKES

BOXING BUT

FULL-SEASON AND PLAYOFF MODES

MOVING PICKS

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ONLY FOR SNES











SPORTS SERIES



PILOTS HAVE FLIGHT SIMULATORS
LINEBACKERS

FLUID 3-D MOTION CAPTURED ACTION

SUPERIOR ARTIFICIAL INTELLIGENCE

REAL TIME SGI RENDERED GRAPHICS

EVERY NEL PLAYER

ALL 30 NEL TEAMS

REALISTIC PURSUITS

OVER 90 SPECIFIC PLAYER BEHAVIORS

MULTIPLE VIEWING ANGLES

PLAYER STATS

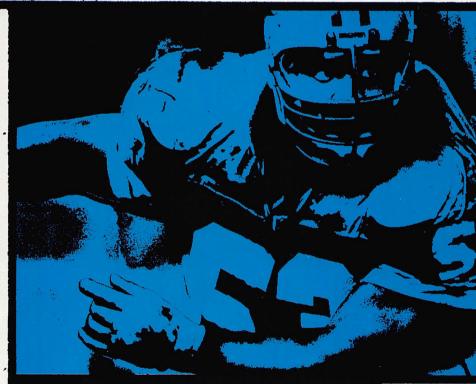
FIVING HEIMETS







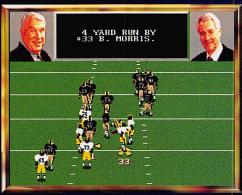
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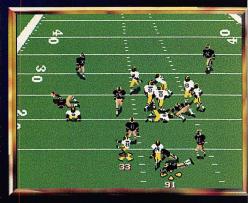


'NFL FULL CONTACT"
GAMETIME: NOV.19











DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT - 16 MEG CART

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER

Dillon

HAMMA

- EA SPORTS

- EA SPORTS

16 MEG CART

- INTERMEDIATE

OCTOBER

Wilson

DEVELOPER

PUBLISHER

OF PLAYERS - 1-5

FORMAT

DIFFICULTY

AVAILABLE



The annual football war has begun again. This year, it looks like Madden will take the prize, as a training camp mode and better control help it to beat out

Sega's NFL game.

This year's list of new features include laterals, customizable penalties, and the famous Training Camp mode. In addition to the lateral pass, EA has also added 20 new offensive and defensive plays

the ability to and make fair catches. Although the extra gameplay features aren't used too often in a regular game, the extra touches like kneeling catches, and players stretching

their arms out for extra yardage after being tackled make up for it. The training camp is the best new addition to Madden '96 and helps to set it above its competition.

above its competition.

After you create your character, instead of just filling in numbers for stats, the player must physically prove himself by doing several tests during training camp. You'll maneuver your new character through cones, catch a variety of passes, and evade tacklers.

Visually, the gameplay perspective has remained the same, but EA has added new rendered animation sequences for added realism. Details like logos in the end zones, animated pylons, and kneeling catches really help give players that "in the game" feeling. game" feeling.

The SNES version of Madden isn't quite the game the Genesis version is. This is mainly due to the stiff controls.

Madden '96 features great gameplay, as well as a ton of great new features. Now if only EA would add a playbook editor. -E. Suzuki













WILL PUT THE AIK' O

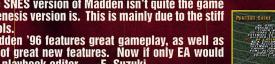








Feature! Practice Mode!





























BENESIS

DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

FORMAT -**16 MEG CART**

OF PLAYERS - 1-4

DIFFICULTY - INTERMEDIATE

AVAILABLE - OCTOBER



Always setting new standards in excellence, FIFA Soccer '96 continues the tradition by adding better graphics and vastly improved control.

This year's list of new features include a new practice mode, Fast Dribble, and the famous star indicators. The practice mode works great for beginner players who want to learn the game. Advanced players can also use the practice mode, for mastering the art of scoring and the give-and-go technique. The Fast Dribble works great, and allows a player to really open up the field on a breakaway. But the best thing about this year's version of FIFA Soccer is that the game is faster and has better control. The graphics in FIFA Soccer '96 have also been enhanced. The characters are now SGI-rendered and have a more life-like feel. Although the characters are small, if you look closely enough, you will be able to see a character's animation for whichever shot they do. This helps to counteract an opponent who is either about to shoot the ball or slide tackle

an opponent.

The SNES version isn't quite as good as the Genesis version, with its slightly sluggish control and slower game speed. The graphics are nearly identical. If you have a choice, choose the Genesis game

the Genesis game.

One key feature FIFA still needs is an outline box of the field. This would allow you to see all the players on screen and therefore make it eas-

the players on screen and therefore make it easier to set up plays with friends. While the passing arrows do help to show players where they are passing, the point is almost lost because if the person you are passing to is off the screen, you don't know if he's covered.

EA has improved the gameplay and come up with another winner. Any fan of the original FIFA will find '96 a perfect game to add to their collection. With its new graphics, added gameplay elements, and new training mode, beginner and expert players alike will find FIFA '96 a worthy sequel.

F. Suzuki

E. Suzuki





DEVELOPER - EA SPORTS PUBLISHER - EA SPORTS FORMAT - 16 MEG CART

OF PLAYERS - 1-5

DIFFICULTY - INTERMEDIATE

AVAILABLE – OCTOBER

















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SATURN

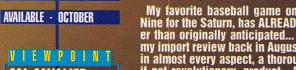
DEVELOPER - SOJ/SS

PUBLISHER - SEGA SPORTS

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE



CAL CAVALIER

No questions asked, World Series is everything I could have hoped for. Sega didn't tamper with the near-perfect Greatest Nine, and a near-perfect U.S. version is the result. I was especially impressed with the cially impressed with the no-chop announcer voice. WSB is one of THE reasons to buy a Saturn.

OVERALL: 97%

Graphics	
Audio	
Control	9
Play Mech	
Originality	10

CHIP (no last name)

Sega Sports has taken Japans Greatest Nine and transformed it in to a first class, completely stocked, Baseball game. World Series Baseball for the Saturn is far and away the best base-ball I've ever played, on any system. The multiple camera angles and authentic gameplay coupled with realistic sounds of the game create an atmosphere of ultimate sports realism, 32-bit sports have arrived!

OW	-		0 = %
UV		LL:	95%
		The real Property lies	
Bunnt			

Graphics	
Audio	
Control10	
Play Mech	
Bulginality	



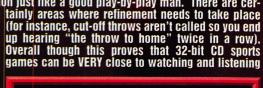
My favorite baseball game on the face of the planet, Greatest Nine for the Saturn, has ALREADY been Americanized much sooner than originally anticipated... hyper joytime! If you remember my import review back in August (97%) you know this game was, in almost every aspect, a thoroughly well-crafted and innovative, if not revolutionary, product. Right up front, the answer to the \$64,000 question is: No, Sega didn't screw with it. For U.S. base-half ans. this truly is the name to not besievable averaging into

\$64,000 question is: No, Sega didn't screw with it. For U.S. baseball fans, this truly is the game to get; basically everything's intact from the Japanese version, but now there are real U.S. teams and a great English voice announcer.

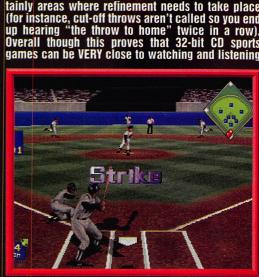
The first major innovation in WSB (gosh, it's hard not to accidentally call the game Greatest Nine) is the multiple camera angles and how well they are incorporated into the fluid, extremely playable 3-D environment. You can choose Low, Medium, High, Chase, or Random (which, of course, cycles through the other four at random). How well do the camera angles work? Just think about Daytona... that's right, four completely different viewpoints, each with its own advantages and disadvantages, and all worth selecting depending on your personal preferences, your mood, etc. This game has a 110% silky smooth feel to it. Sure, maybe one could argue the graphics aren't as spectacular as say Crystal Dynamics' 3-D Baseball (which I have yet to play), but given a choice I would certainly take WSB's smooth visuals over more detailed and technically advanced, but less fluid and herky-jerky graphics.

Complementing the graphics is without a doubt the best announcer voice ever in a U.S. sports game. No choppiness here, the voice is perfect and never skips at all as it calls the action just like a good play-by-play man. There are certainly areas where refinement needs to take place (for instance, cut-off throws aren't called so you end

02













SEGA SATURN

DEVELOPER - SEGA SPORTS

PUBLISHER - SEGA SPORTS

FORMAT -

OF PLAYERS

DIFFICULTY - INTERMEDIATE

- SEPTEMBER

CAL CAVALIER

was very excited when I heard All-Star was coming out so soon after the Saturn's launch. Now, I wish Sega had spent more time on it. There's some solid gameplay here but the all-too-first-generation graphics with the peneration gaplents will the pixelization aplenty bother me. The hockey realism and refined interface of NHL '96 for the 16-bit systems is lacking on this first 32-bit attempt; I'll wait and see what else comes down the pipe for the Saturn.

CLEIMEE	
Graphics	6
Audio	
Control	
Play Mech.	A
Originality	Ω

thing, I mean everything a hockey enthusiast could ever wish for in terms of both options and gameplay. But to be gameplay to be just a bit smoother. This aside, it's hard to find fault with NHL A-S-H. Multiple camera angles, stun-ning (and informative) FMV, options up the gazoo, and great play control make it the best home Hockey game yet... There's a PS game however that, well... you'll see.

OVERALL: 89%

Graphics	
Control	
Play Mech.	

First-generation software on a new system often ends up being either the most revolutionary thing you've ever seen, or too ambitious without proper execution. The latter is how I'd describe NHL All-Star

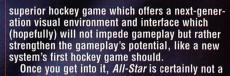
Hockey on the Saturn.

All-Star is almost a prototype for what a great 32-bit hockey game could be. The first, and most obvious element that makes me wince and mumble a big "Not quite" is the graphics. The 3-D perspective and scaling character sprites are a good idea, but the sprites seem pixely and flat (and not just up close). Often, you feel like you're playing with

cardboard cutouts. There are NINE different selectable camera angles for which Sega Sports should be complimented, but many of them seem pretty useless for actual gameplay and have some glaring flaw (such as: not being able to see far enough down the ice to see who has the puck). The remaining views that are, in my opinion, useful (such as the Medium Zone Cam), still don't communicate the action as effectively as they could have, mainly due to the ill-defined sprites.

Don't read the above as, "All-Star's graphics bite." Read it as, "All-Star's graphics are great by today's standards, but are nowhere near the full potential of 32-bit." I can't say what could have been done better, but to offer an example, NHL Face-Off by Sony for the PlayStation is clearly, in every aspect, a graphically





bad hockey game. It's at least decent and offers full NHL teams and rosters, season modes, and a variety of shots on offense and checks/maneuvers on defense. The problem is, the game feels a bit more like a pachinko machine than hockey... skating just doesn't feel realistic, and scoring seems more based on randomness than maneuvering and shot alignment. However, getting into All-Star takes some doing. Just to bring up the "Loading' screen requires literally four

or five presses of the Start button, if you suffer the misfortune of accidentally allowing the demo mode to begin. And loading itself, while not as unbearable as, say, most Sega CD games, is significant enough to annoy me and is certainly longer than most recent 32-bit CD games.

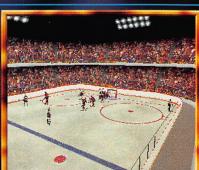
All-Star has a few other nice features you should consider. The overall hockey setting is very well-executed with great FMV sequences, okay background organs, and a good announcer's voice (though it gets choppy when it cuts from pre-recorded sentences to separated words, such as "Hello again hockey fans, and welcome to the <chop> Kiel Center <chop> where it's the <chop> St. Louis Blues <chop> taking on the <chop> New Jersey Devils").

For hockey fans who want a Saturn hockey game right now and don't mind many rough edges, well, I won't stand in your way. But for those who really want a GREAT hockey game for Saturn, I can virtually assure you that someone, somewhere will make a Saturn hockey game significantly better than this one within the next 6-12 months. -Cal Cavalier





ALLOF





DEVILS



5:88













You want 9 different viewpoints? With NHL '96 you got it!







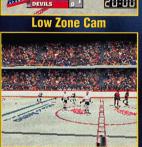
High Rail Cam





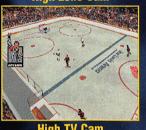






Low TV Cam



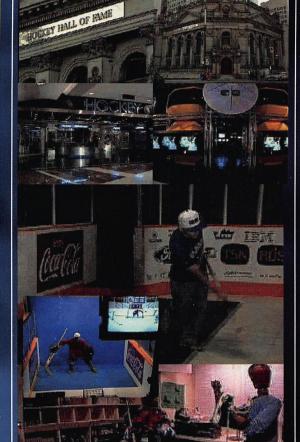












TOUR THE NHL HALL OF

FAME AND GET A FIRST HAND LOOK AT HOW STOP MOTION CAPTURING IS DONE AT SEGA























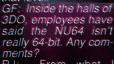


any case, I've also heard they're only going to have two megabytes of memory, and they could change that, but.

RJ: The only things we know about the Ultra are what come out of the rumor mill but if you want to talk about the PSX, M2's performance POUNDS it!

One specific thing though is our CPU's floating-point performance is several times the

Ultra's floating point performance; we pret-ty much know that. Separate from Nintendo and SGI, the MIPS' specs are just that level



BJ: understand, there's

some part of it that's 64-bit, but it's the old trick One piece of the silicon is 64-bit, but the main data buses are only 32-bit, or something like that. Based on the available information, I think it's not a 64-bit machine.

Top-left: the current M2 chip.

Top-right: the streamlined Opera chip. Bottom: a dime.

The one thing that is 64-bit inside the processor are the address registers that are used to address things in memory but having 64-bit registers is useless when 32 bits can address four gigabytes of memory, and the machine only has two megabytes of memory. So having 64-bit address registers doesn't in any way help the quality of the games, and Nintendo is trying to get as much marketing advantage out of it as they can. The Ultra 64 is using a more off-the-shelf processor. In our case, we had a custom processor made specifically for M2

RJ: A way you can think about it is there's the graphics engines and silicon that mixes together the paint, but then finally you've got to get that paint out to the display, and the last step to get it to the display is to send it through a firehose. A 32-bit firehose is one thing, our firehose is twice as big as theirs. You can get that much extra data out to the display, and no matter how you compute it, I believe Nintendo's claims are misleading.

JS: From what we know, M2 is at least twice the performance of Ultra 64

M2: Mystery Controller
GF: The Opera's controller lacked diagonals, only had five main action buttons in a time when six-buttons plus was already the standard, and frankly, in our opinion, was a substandard controller for playing video games. What happened there and what will be different with the M2 controller?

DN: The Opera controller was totally a choice of our manufacturing partners.

RJ: We did have some input, we said, "Please make a good controller.

GF: Was everything about Opera's controller determined by the hardware partners, including the button configuration?

The number of buttons was us

GF. Why wasn't the original Opera controller at least three over three buttons?

DN: We had specifications for that, it could have been so... there were many things we wanted, such as the headphone jack and the volume control. We had a lot of initial input, but in the end the manufacturers decided what they wanted for cost reasons.

TU: We can't comment about the M2 controller right now, but stay tuned.

The State of M2

: How far along is the M2 ha<mark>rdware, and</mark> what's left to be done on it if anything?

The M2 chip set is finalized, and develop

ers know exactly what they're going to get There will be no changes to the technology.

Most 3rd party companies are working or GF PS and SS games, and those who aren't are doing NU64 games. Since most companies have allocated all of their R&D resources, who

will be left to do M2 games?

TU: We learned a lot from the launch of Opera.
There are ten M2 titles in development in-house right now. Development systems were sent out to a core group of developers back in July, giving them a head start. We're unable to announce 3rd party company names at this

GF: It's generally thought that developers have an easier time making games for the PS than the SS. Since M2 is theoretically more advanced than the SS and PS combined, what are you doing to help developers meet the chal-lenges of M2?

DN: There's two things. One, we're way ahead on the tools curve, because we already have all the Opera tools, and since a lot of the M2's OS (operating system) is a grope away from Opera, the M2 tools are also a grope away from Opera. So a lot of the bugs and difficulties with the tools have been worked out; the tools are now better and more mature. The second thing is the graphical architecture of M2 is much more like an industry standard style of graphics, whereas Opera's graphics were more of a specialized thing. In Opera, I used four-sided cels, so the numbers you had to send to Opera were not the standard three-sided polygons that the entire graphics world knows how to use. The foursided object could contain the entire image, and



Bigger than a mini-computer, this is the original prototype of Opera. It barely survived a first-class flight (it got its own seat) to Japan when 3DO was first negotiating with Matsushita. Today it sits in a plastic trophy case in Eatio

sided polygonal graphics, so people familiar with the industry standard already know how to do M2 stuff. So again, with M2 the graphics aren't as oddball, and the tools are already there.

: How SGI-based is the M2 development environment's

DN: From what I've seen, the development system is still on a Mac, and the artists are using SGI's to create the original art, which they then port over to our system because the art creation tools don't exist on Macintosh.

Origins of the Bulldog

GF: Where did the names and code-names 3DO. Opera, Bulldog, and M2 come from? DN: When we were at NTG developing this thing. Opera went through many different code-names - Tiger, something else, then Nickel, and then Opera, which RJ didn't like but he wasn't around, so too bad. The reason for Opera was because we were going back and forth to EA a whole lot, doing our own negotiations with Trip, and Trip wanted to be absolutely certain that ho. one would have a clue what we were doing. So I picked Opera, because that way I could tell people as I walked in and out of EA that we were working on a CD music title. I doubt this fooled anybody. We were singing "West Side Story" in the lobby and people would laugh... Bulldog is because of John. John is our bulldog. He grabs onto your ankle and explains to you what he needs to explain to you, whether you like it or not. Whether or not your bladder is about to

burst and the blood is rushing to your ears, no matter how loud the bathroom is calling to you John must explain this to you. John is a brilliant guy, and those who know him understand he's spectacularly brilliant, and he just won't let go. JS: RJ actually named Bulldog and bought this

stuffed bulldog which is sitting in my cube right now

DN: It comes with a crowbar to fend off the bull-

dog changed the codename to

DN: Trip also named the company, and the reason for the name 3DO is the high popularity of words that end in the letter O, such as audio, video, stereo. Our cafeteria is called Eatio, go figure.

Any idea the final GF the what name for M2 will

numbers

you'd send to it

the slopes, the

different charac-

teristics than the

industry is used

to, so the devel-

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With M2

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DN: Maybe "The Video Game Player Formerly

John "Bulldog" Sell poses next to

John Bulldog Sell poses liex to his namesake. Shortly after the photo was taken. Needle beat him to a bloody pulp with the crowbar before returning to the

Jovian mothership.

Known As Bulldog."

GF: Personally I like Interactive Multiplayer 2. just kidding. Do you expect any legal entangle ments with a possible M3?

DN: Yes, well there is an extremely serious issue where M2 is the name of the father of one of our employees, who is in fact M3. [Their initials are all M. -Ed.] He has graciously allowed us to do M2, but we will have to seriously think the negotiations through and decide whether or not we want to pay him any money, or chocolate as is often the case.

GF: How long will the "bit" arms race continue? Indefinitely?

Everyone wants a holodeck

JS: No one's ever had too much

Well we certainly haven't, but there gets to a point where the human eye can only distinguish so many colors and so many frames of animation, and you run into the limits of today's television sets, right?

DN: It goes past just the video....

GF: Are you referring to some sort of device which attaches to the hardware that enhances the experience?

DN: Many people forget that teleportation is not just from a starship down to a planet's surface you can teleport lots of smaller stuff also Instead of video, you can have on the floor of your living room the teleported object which comes from the main database back in

RJ: In a recent "Scientific American" article they talk about this new electron technology. At the core of every computer there are bits which are either zeroes or ones; well, they've got these devices that can capture a single electron, and depending on whether or not it's captured one. It can designate whether it's a zero or a one. So in the future they're going to be able to design circuits which work at the electron level Compared with what we're doing today, it's a 40 foot trailer compared with your fingernail - the level of advancement in that technology alone is mind-boggling. Twenty years from now, home entertainment systems will be electron-based. GF: RJ and Dave, you have once again blown

to everyone for your time, and best of luck in the DN: Wait, leave the tape running! We'll be able to find out what anyone says in here...[CLICK!]

my mind. Teleporting electrons. Wow. Thanks



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SFII: the Animated Movie Wait... don't get excited! SF2: the Animated Movie is primarily a database and FMV adven-

ture game. The only fighting you can do is between a Monitor Cyborg and Ryu. SFIITAM comes out in '95.





Ridge Racer Revolution

Yes! Ridge Racer with more tracks! RRR, due out in '95, will feature a currently unknown number of extra tracks, several of which will be exclusive to the PlayStation. Revolution also has much better 3-D, a rear-view mirror and effects such as lens flares. We'll have more on Namco's RRR soon!











Kileak 2: Reason in Madness

The sequel to Sony Music entertainment's rather mediocre Kileak the Blood will likely be out in early '96. KTB2 now has outdoor scenes and a more involved plot. We'll keep you posted on this one...







Twinbee Miracle

Yet another Konami PlayStation RPG, Twinbee Miracle is one of the Twinbee 10th Anniversary games coming out next year. With gorgeous graphics and a DO-like battle system. TM is a sure-fire power CD.







The best digital comic-style game of all time, Konami's Snatcher, is on its way to the PlayStation. This version promises much improved graphics and sound... need I say more? Snatcher's due sometime in '95.













Though VERY early in development with only two character models fully textured and two stages completed. Battle Arena **Toshinden 2 already**

looks light years better than its predecessor. TSD2 will feature 2 new characters: Tracy, a Tonfa-wielding girl and a mysterious sickle fighter called Chaos. All

eight fighters return, and you can now choose the last boss Gaia from the outset. Gaia no longer wears his armor or





and Kayin now has body armor. TSD2 is said to use light-sourcing in new, dramatic ways nobody has ever seen, such

as clouds passing over the sun. We'll be back with more info on Toshinden 2 as soon as possible!













Cyberspeed (PS) Avail. Nov. Mindscape's futuristic driver in which you're tethered to the track, Cyberspeed looked promising.









Revolution X The first PS gun game, Acclaims Revolution X, has you saving Steve and the dudes from Aerosmith from the evil N.O.N. Aerosmith tunes drive the action home. (Avail. Oct.)





Rock n' Roll Racing Don't get excited, It's just a demo. Look for actual shots in the near future. (TBA)



Sega Rally (Saturn)
Sega Rally continues to amaze us every time we see it. The version demo'ed at ECTS, though early, proved once and for all that Rally will smoke Daytona. (Available Dec. U.S.)

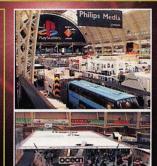














Here are some highlights of the European Consumer Show held England this past September. While the show did prove worthwhile it didn't have nearly the impact of the E3. I did however. learn ahout ancient torture techniques at the local pub.





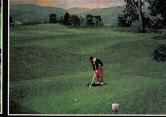
Alien Trilogy (PS)
I want it, I want it, Acclaim's Alien Trilogy will have Alien fans glued to the screen, guaranteed. (Avail. Nov. U.S.)



Fade to Black (PS)

Here's the game that everyone's yappin' about. The sequel to Flashback is indeed a masterpiece. It's due out (US) in November.





VR Golf (PS) Finally, a golf game with smooth scaling and multiple camera angles. Interplay's VR Golf debuts early next year.





Zero 5 (Jag)Atari's 360 degree poly shooter, *Zero*5, looked wickedly promising. But the question is, as always... when?



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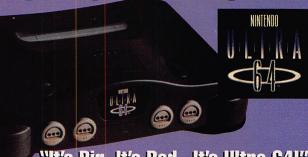
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Major Sega/SNK Deal?

This month we start off with a hole slew of Sega news. Word on e streets in Tokyo is that Sega lapan) and SNK (Japan) are negoting cross-platform licensing, ander the terms of the potential ventre, SNK would be able to release arrent or future Sega games on the eo-Geo, and likewise Sega would be be to release current or future eo-Geo games on the Saturn. This eal is still under consideration; stay aned.

AND a major Sega/M2 Deal?...

Next up is a rumored (and I do ean rumored, this one sounds way ut there) long-term arrangement etween Sega and Matsushita (the arent company of Panasonic, the rst and most widely-recognized anufacturer of 3DO hardware). ources have hinted that the big M ants to outright BUY Sega of Japan. this occurs, Matsushita would structure Sega into a 100% dediated software developer. latsushita would then somehow erge Sega's hardware line-up with DO's future product plans, i.e. M2 ould in some capacity represent ega's next hardware platform both or home and the arcades. Some crits feel that Sega has confused the arket with two below-expectations stems (the Sega CD and the 32X), nd the lukewarm response to those vo platforms has impeded initial uccess of Saturn. Streamlining all f Sega's technology into the 3DO ne would theoretically be the solu-on, if this deal is real. Again, this is rumor, we will update you if it evelops.

AND 2 New Sega Systems?!

Lockheed Martin, a NASA contractor and makers of Sega's Model 1 and lodel 2 arcade hardware, is rumored to have started work on a new home latform, Saturn 2, and new arcade ardware, Model 3. Saturn 2 is said to be a brand new, stand-alone, 64-it machine. The unit is rumored to se Lockheed Martin's R3D/100 raphics chip set which includes a raphics processor and a geometry

processor both on one chip. The Saturn 2 is rumored to be scheduled for release sometime in the 4th quarter of '96. Obviously, if Sega has Saturn 2 in development but is also talking to Matsushita, many factors are up in the air.

Turning to the arcade, Sega's Model 3 hardware, which will be debuted in Virtua Fighter 3, is said to have a Power PC processor designed by Hitachi. It will use Lockheed Martin's R3D/1000 chip, which is capable of rendering 750,000

texture-mapped polygons with every feature (gouraud shading, etc.) known to mankind. Rumor has it that Sega wants the Model 3 to produce at least five million texture-mapped polygons at 60 frames per second, but since the hardware has to be finished by the end of this year, Lockheed Martin doesn't know if this will be possible. Supposedly, Lockheed is internally targeting three million polys, and that will most likely be the final number.

M2: D-Day Is Coming

Here are a list of some of the most current games planned for the M2: Descent 2, Clay Fighter III, Mortal Kombat 3, Realms of Valor, Disruptor 7, Top Gun, Return Fire 2, Road Rash, Iron Blood, Wing Commander IV, Madden, NHL, and FIFA Soccer. Other possibilities include Midway's War Gods (which is now rumored to be using the M2 hardware for the



arcade version), the sequel to *D's Diner* (which is now in real-time 3-D), *Alien Trilogy*, and possibly *The Crow* by Acclaim. The M2's release date is still said to be very close to the Ultra 64's this April '96.

Final NU64 Plans at Shoshinkai...

At the Nintendo Shoshinkai show in Makuhari Japan this November 24th through the 26th, Nintendo will be formally unveiling the Japanese Ultra 64, now entitled Nintendo64 (the Japanese Ultra was originally going to be called Ultra Famicom, but due to copyright entanglements with a company who already had the word "Ultra" trademarked, Nintendo was forced to change the name). At the show will be the Nintendo64 itself, the Bulky Drive, and the Ultra controller. Over 100 Ultra units will be on display, and over 10 playable games will also be on hand. We expect (or are hoping) to see: Killer instinct 2, Top Gun, Ultra Mario Bros., Final Fantasy 7, and Mario Kart 2. Also at the Shoshinkai, Nintendo will be GIV-ING AWAY 100 Ultra 64 units along with 300 game paks (supposedly comprised of the first three NU64 games available at launch).

By the way, the Ultra controller (detailed last issue) which will debut at the Shoshinkai has one more feature we forgot to mention: On the back of the controller there is a port for the Ultra 64 Memory Card. Yes, the memory card goes in the controller, not the system, as was previously expected. Of course, we'll be there with cameras a-blazin'.

More NU64 Games

Here's a quick rundown of other Ultra games currently in development. Nintendo's next Zelda sequel, which as of six months ago was still destined for the SNES, has been upgraded to NU64 status and is currently 50% complete. Shiaeru Miyamoto felt it wiser to spend the extra time bringing Zelda to the Ultra, since by the time it would be complete, everyone would be clamoring for the 64-bit system. The good news here is that concept, design, and game layout are already complete. All that has to be done is to create NU64 game graphics... that should be finished by May of '96, putting the game out in the summer, as reported previously right here. Also in the works is the sequel to F-Zero, which will be available with the launch of Ultra 64. According to a friend of mine at Rare, concept and design have begun on Ultra Donkey Programming should start sometime early next year, and the game should be released in '97.

Virgin has confirmed to me their first NU64 project is Stacker, a puzzle game slated for release next summer. Enix is another company who is said to be making Ultra games; their first title is supposedly a 3-D action/RPG being made by Quintet, the same team that brought us SoulBlazer. Another big announcement is the official confirmation that LucasArts has begun work on a NU64-exclusive game entitled Shadows of the Empire. This action game is based on the Star Wars series, but it features new characters and a whole new story. The most shocking news is that George Lucas is reportedly development; supervising the Shadows should be out in the 3rd quarter of '96.

EA Buys Probe

A source returning from the recent ECTS in England informed me that the hot rumor going around was that Electronic Arts had bought Probe (developer of MK for the Genesis, Aliens, Primal 32X and about a billion other titles) for 50 million pounds (\$80 million U.S.). I imagine Probe would begin M2 development immediately.

Capcom Updates

Last month we reported that according to a very knowledgeable source, Street Fighter III will appear exclusively on the Ultra 64 for one year. Well, a Capcom U.S.A. representative called to emphatically deny this and state (without mentioning any specifics) that Capcom would not lock itself into just one platform for SF III because it would cut into profit potential, and SF III would appear on "multiple" platforms. We now have two extremely conflicting reports on the subject, both according to reliable sources; which is the truth? Although no one knows for sure when SFIII will be released in the arcades, it seems like an impending event that draws closer with every month. Keep it right here, gang, we'll (hopefully) get to the bottom of this mess...

Also, in some sad Capcom news, Capcom of Japan recently laid off 200 employs due to cash flow problems. People at Capcom have hinted that with all of the overstocking of product at their main warehouses (mainly comprised of too many copies of the various SF2's for home systems), the company needed to cut costs to recover from its losses. We certainly wish Capcom the best of luck and a speedy turnaround to any problems. Nothing a 32-bit Ghouls and Ghosts wouldn't cure I'm sure.

On a brighter note, Capcom will bring *Toshinden 2* to arcades everywhere this November under the Capcom name. Don't expect Capcom to release the home versions however (Takara/Sony/whoever will be responsible for the PS version which releases in Japan this December and in the U.S. in the 2nd quarter of '96).

Sony News

Recently, Olaf Olafsson, Sony North America's president, resigned from office. First Steve, now Olaf. Sony's obviously experiencing some growing pains, cause a-growin' they are. The PlayStation sold 100,000 units the day it released! In reaction to our Steve Race interview, (he resigned just days later, maybe we shouldn't have coaxed him to dance in the fountain) we have received many letters in rebuttal to Steve's take on MotorToon (see The Postmiester). We'll send your messages along and perhaps this great game will be reconsidered. Well, that about wraps it up for November. Stay tuned to Other Stuff in the months ahead, things are starting to heat up.

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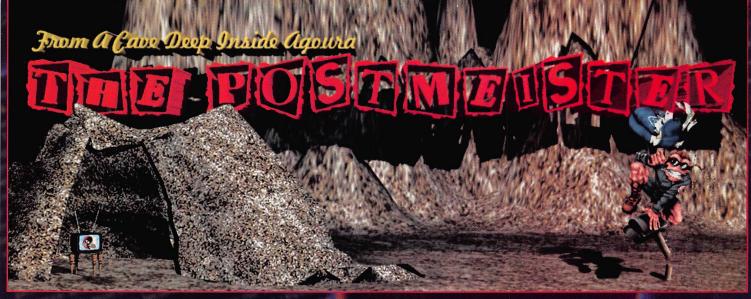
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Dear Postmeister.

I am writing in reply to the interview you guys conducted with Steve Race, President of SCEA. I really liked it until I got to the part where he explains why they were failing to released Motor Toon in the U.S. He said that the game was "juvenile," and there were some mechanics that "don't make a lot of sense to the American mentality." Who does he think he is to judge the American mentality? It is people like him that prevent us from getting those great Japanese carts that we deserve... (Derrick Kaufman, Lombard, IL)

Dear Postmeister,

Please direct this letter to Steve Race: president of Sony Computer Entertainment of America.

After reading the September issue of GameFan, I was compelled to say something because you seem to want to know what your customers are thinking... I am a 21 year old who has put my PlayStation on reserve two days ago. I'm personally choosing to purchase it because I believe your system is a viable alternative to Sega and Nintendo, who have developed, over the years, distasteful habits. After reading the reviews for Battle Arena Toshinden, I realized that you're starting to fall into that pit as well. THIS NONSENSE MUST STOP...

(Marcus Jones, Bronx, NY)

Dear Postmeister.

I've already pre-purchased my
PlayStation and have the utmost
respect for Sony. Remarks made by
SCEA President Steve Race, however,
have me concerned that Sony may have
usurped Nintendo just so they can take
their infamous place on the censorship
throne. The difference is Sony's brand
of censorship is totally unnecessary!

When I learned that Battle Arena
Toshinden's voices had been changed, I
practically took a fit. I've endured
dozens of butchered games for the
Super Nintendo... And all these atrocities were committed in the name of
"doing the best to satisfy the tastes of
North American gamers." Now Steve
Race has adopted that same mandate
and plans to make "changes" to
Jumping Flash next...
(Khari Taylor, Brampton, Ontario)

Wow! It seems that Steve Race's comments have crystallized a lot of the dissatisfaction towards American game changes, and we've received a pile of letters on that issue this month. First off, let me apologize to the writers of those last three letters for editing their letters down so much. I wish I could print every word of every letter we got on that matter, but we have nowhere near enough space for that.

Improving games is one thing, like putting the arranged soundtrack in Toshinden, but the word

"Americanization" seems to draw nothing but disdain from our readers, and everyone here at Game Fan. Luckily, the changes to Jumping Flash were subtle - just a bit less voice and a bit more difficulty. I can only hope future Sony releases will fare that well... As you may have heard, Steve Race has parted ways with SCEA, so let's hope that his replacement gives this matter a LOT of thought.

We must also remember that Sony is definitely not alone in their shame! Once people hear the new soundtrack to Sega's Cyber Speedway (formerly known as Gran Chaser),... I don't even want to think about how much mail I'l get...

Dear Posty,

What a great day this has been! I've finally managed to get my hands on the latest issue of Gamefan (August '95), and, lo and behold, it's chock full o' Saturn codes, reviews, and best of all, previews, like those two pages of bliss, 38 & 39. But the real reason for my happiness is the 6 games on those pages in the categories of RPG, Action RPG, and Strategy RPG! This is too good to be true! You mean Shining Wisdom, Riglord Saga, Dragon Force, Lunar, Rayearth, and Legend of Thor are all being developed at the same time? Does that mean my BURNING desire for RPG's will finally be quenched?

And all the 3-D stuff coming out too... Hang On GP, and Gran Chaser, and, uh, King of the Mountain Pass Spirits (uh... yeah.), just to name a few, are proving that the Saturn can do excellent 3-D, just like I knew it could... But the amount of 3-D stuff coming out for Saturn seems to be tiny compared to the landslide of very impressive 3-D stuff for PlayStation. I don't understand this. I know that Saturn is (unfortunately) inferior to PlayStation in terms of displayed polygons/sec, but developers act like it's a Genesis and can't handle polygons at all. What's going on? Is it that these wimps are afraid to even try good 3-D on the Saturn? Or are they afraid that Saturn's gonna flop? (Perish the thought... I just spent \$400 on this thing!)

One last question: Is this new Nomad handheld by Sega going to be essentially a Genesis, or is it going to be a 16-bit system that's compatible with Genesis titles, but has greater capabilities? Please tell me this is a new and improved system with backwards compatibility! This meager 64-color palette isn't hitting the spot anymore!!! (Sean "Maverick" Butler, Cleveland, OH)

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You missed a few on the RPG count, Sean! Don't forget Hudson's Tengai Makyoh Gaiden: The 4th Revelation. Climax's futuristic Landstalker-type game, Dark Savior, Sega's Aya's Adventure (previously titled Sega Adventure). Yanoman's Shining Force-like Feda: Emblem of Justice Remake, Treasure's not-really-an-RPG-but-still-cool Guardian Heroes, Konami's Digital Comic, Snatcher, Crystal Dynamics' Legacy of Kain, Strategy RPG Master of Monsters: The Golden Ring, Jaleco's Fantajic Adventure (yes, Fanta-Jic), Pai's age-of-exploration-themed Daibohken: Saint Elmo's Fire, and a host of 3-D RPG's including Faradoon, Arena, and Atlus' Megami Tensei: Devil Summoner. Most promising of all is Sega's Fantasy Earth... Or is it Phantasy Earth? Still no confirmation. To say that Sega's aiming for the RPG market would not be an understatement. In fact, their new Japanese ad campaign declares them to be "The RPG King." Unfortunately, the only RPG's announced for US release are Riglord Saga (retitled Mysteria: Lands of Lore), and Crystal's Legacy of Kain. Sega'll probably pick up Legend of Thor, and maybe Working Designs will bring us Rayearth and Lunar, but that's not for

The 3-D thing is pretty simple... The PlayStation specializes in 3-D, so developers tend to make their 3-D products on the PS, and their 2-D on the Saturn. Though there might not be much coming in terms of quantity, the quality is looking much better. Sega Rally looks phenomenal, a 500% improvement over Daytona. Core's doing some neat trick with Saturn 3-D, too, and Game Arts has a mech-type 3-D game on the way.

As for the Nomad, nope, it's just a Genesis with a screen. But imagine, any Genesis title, anywhere... Who'll notice a lack of colors on a small passive-matrix screen, anyway?

Dear Postmeister,

First let me congratulate you for your excellent work on your magazine. Second, I'm planning on buying an Ultra 64 and I was wondering if there was going to be a lot of RPG's available in the near future. As for the Super NES, do Square and Enix have any plans for 1996? Is Secret of Mana 2 and Romancing Saga 3 (or the other 2 Sagas) going to make it to the US? When will Secret of Evermore or Breath of Fire 2 be available? And finally, will Enix's Creation of Heaven and Earth ever make it to the U.S.? Well, thanks for your time and keep up the good work on your excellent magazine!

(James Baker, Denver, CO)



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Mixed news on the RPG front, as always. Final Fantasy and Zelda will be coming for the Ultra-64, but other than that, we have no titles we can announce... but you can bet that Enix is hard at work trying to show up Square. Mana 2 will be coming here, but not 'til next year. Enix doesn't want to take too much attention away from Evermore. The Romancing Saga series. beautiful epics, each and every one of 'em, complete with Square graphics, Square music, and Square stories. seems destined to waste away in Japan. Maybe we'll stick that into next month's RPG special, just so you know what you're missing. 3's coming in Japan on 11/11, BTW. Evermore and Breath of Fire 2 should be out around the time you read this. Enix's Creation of Heaven and Earth, called Tenchi Sozo in Japan, and to be called "Genesis" here, is on target for an early '96 release, also look for Dragon Warrior 5 (DQ6 in Japan) next year.

Quick Answers:

"So," asked no less than 7 different readers this month, "is G-Craft really a part of Square?" Well, not really. The connection is this: Square formed G-Craft as an independent company, retains a sizeable amount of ownership of them, and gave them their first job. However, they're free to develop games

for whomever they wish. They have no rights to any Square games, not even Front Mission (which they made), and could not bring Square games to other platforms. However, they've learned from the best, and their first two creations, Front Mission and Arc the Lad, show serious future potential. Front Mission: Gun Hazard is being developed (under Square supervision) by a new company, Omiya.

What about Ultra Killer Instinct? Ah, if I had a nickel for every time I was asked that one, why, I'd have... um... 35 cents. Okay, well, anyway, NO! There will be no Killer Instinct 1 for the Ultra! It's an SNES exclusive. And, believe it or not, there are no plans to release Killer 2 to the arcades. As of right now, it'll be an Ultra exclusive.

Another common Ultra question... How come we said 100,000 polygons/second in earlier issues, but 600,000 now? Simply put, the 100,000 was the target figure Nintendo aimed at when first developing the hardware, 2 years ago. 600,000 is the performance mark of the final system.

We've had a couple questions about the new Saturn operating system. People are wondering if this is an attachment you have to buy, something that is only in newly made Saturns, or something that is put on the games themselves, and loaded into the hardware from there. The correct answer? None of the above. It's actually just something for development systems, that developers can use to make far better 3-D, and do it easier. Check out Sega Rally for the first example of its power. But the point is, it's not something any hardware owners will have to worry about.

Brian Justin of Sunderland, MD, asks what's up with Ultra Doom. In short, it's an original Doom game, not a translation of 1 or 2 on the PC, and will be a launch title for the American Ultra.

Aaron Louvorn Harris (Mobile, AL) wants to know why he can't find the often-featured-in-Game-Fan Skeleton Krew anywhere. Unfortunately, US Gold didn't have as much confidence in the game as we did, and produced super limited quantities, which sold out fast. If you want to find one, you'll probably have to check outside of mainstream retail channels, such as mail order or specialty stores. It's worth the hassle, believe me.

To Daniel Kardell, writing a 3-pager all the way from Uppsala, Sweden, I wish I had the space to print your whole nove... er, letter, which we all enjoyed greatly. I can't tell you if Virtua Striker is Saturn bound, but a very similar-looking ST-V Soccer game is coming for the Saturn, as is Sega International Victory Goal, which should have all the real Euro-players you're looking for.

Jamason Finn (Seminole, FL) asked about the final Neo*Geo CD release plans. After many changes, SNK will now be releasing a single-speed (Ugh! Single!) drive for \$399, in November or December. Look for maybe, hopefully, possibly (Dare I dream?) King of Fighters '95 as the pack-in.

Also, "Genan," you can play PlayStation game CD's on regular CD players to hear the music, but only if it's actually recorded on the CD, and not streamed (as is often the case).

Chris Davis (Livermore, CA) wants to know how Street Fighter Alpha and Street Fighter: the Movie are doing in the arcades. While SF:TM sinks fast, Alpha is currently #1, proving conclusively that there is justice in the world.

To Angel Ruedaflores, of Flagstaff, Arizona, the Bulky Drive (for Ultra) has a capacity of 130 megabytes, or 1040 megabits (cartridge games are measured in megabits).

That's all for this month, I wish I had the space and time to answer all of your questions... I really appreciate all the kind words, especially the understanding and condolences about the September issue incident. Keep writing, all, I'll see ya next month.



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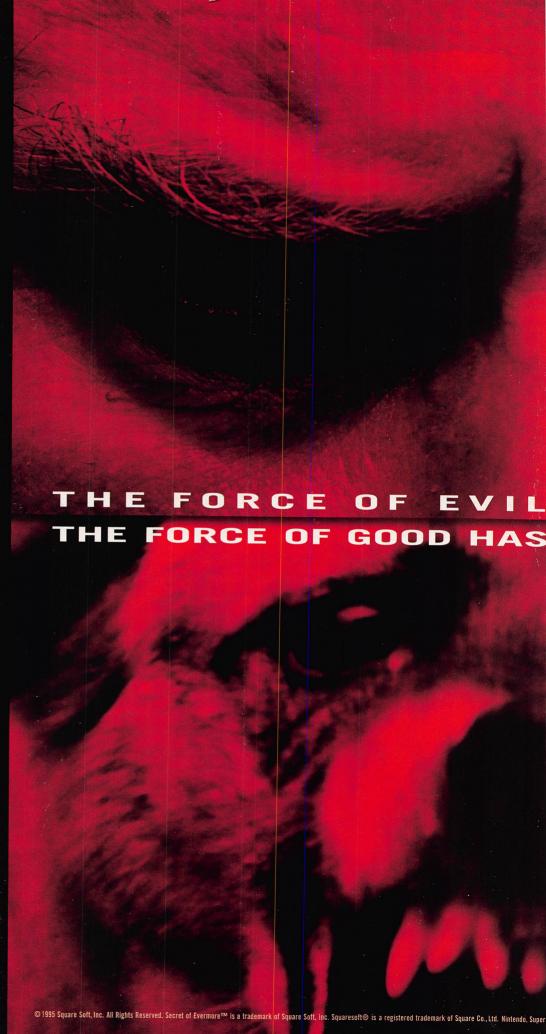
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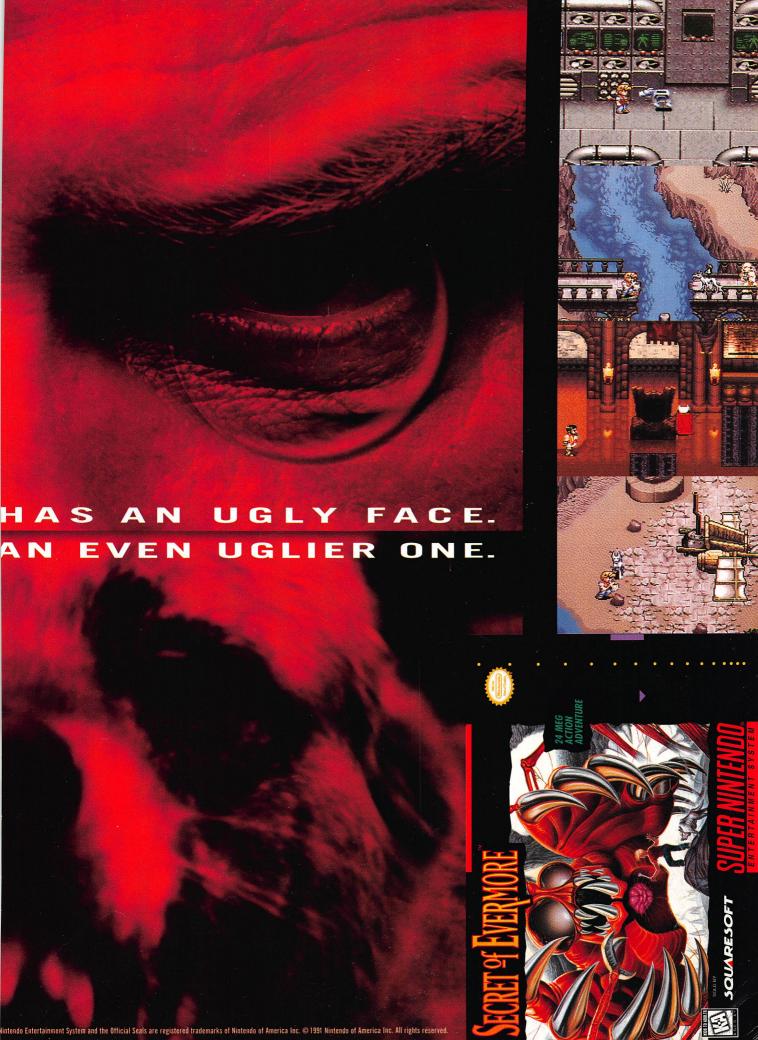
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